

# Carlos Lazcano

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## EDUCATION

**University of Massachusetts Dartmouth**  
Bachelor of Science in Computer Science

North Dartmouth, MA  
Jan. 2022 – Present

**Bristol Community College**  
Associates of Engineering

Fall River, MA  
Jan. 2018 – Dec. 2021

## TECHNICAL SKILLS

**Languages:** Java, Python, C, C#, MySQL, JavaScript, HTML, CSS.

**Frameworks:** MongoDB, Express.js, React, Node.js,

**Developer Tools:** Unity, GitHub, VS Code, Visual Studio, PyCharm, Eclipse, Flutter.

**Operating Systems:** Linux, MacOS, Windows

## SOFT SKILLS

Public speaking, dependable, reliable, excellent verbal and written communication skills, fast learner, adaptable, poised well under pressure, leadership, time management, collaboration, creativity, critical thinking, problem solving.

## EXPERIENCE

### Team Lead – Virtual Fitting Room

University of Massachusetts Dartmouth

Sept. 2024 - Present  
North Dartmouth, MA

- Lead a 6-person development team during the senior capstone project with a focus on Agile methodologies, held daily Scrum meetings and weekly meetings with stakeholders.
- Collaborated in the development of an Android and iOS mobile application for the client utilizing Visual Studio Code and Flutter.
- Collaborated in the implementation of a regressive ML algorithm utilizing Python and PyTorch to predict a customer's suit fitment with height, weight, and picture inputs.

### Associate Operations Supervisor

Millstone Medical Outsourcing

Aug. 2023 – Present  
Fall River, MA

- Supervises a 5-person group in assembly operations for Depuy – Velys surgical robot arrays.
- Trains new personnel to the Depuy – Velys assembly program.
- Ensures quality, safety, and efficiency in the process.

### Manufacturing Engineering Technician I

Millstone Medical Outsourcing

Mar. 2020 – Aug. 2023  
Fall River, MA

- Conducted proactive and reactive maintenance and calibrations of industrial equipment.
- Collaborated in IQ, OQ and PQ for new equipment.

## PROJECTS

### Virtual Fitting Room | Python, Flutter, Dart, GitHub (In Progress)

Sep. 2024 – Present

- Developed a mobile application for a local tailor shop that predicts a user's coat size based on height, weight, and image inputs.
- Integrated a machine learning regression model to ensure accurate predictions.
- Utilized GitHub for version control and collaborative tasks.

### Chat-App | Mongo DB, Express, React, Node.js, Postman (In Progress)

Mar. 2025 - Present

- Built a real-time messaging application to enable instant communication between users.
- MongoDB: Stores chat history and user information.
- Express.js: Manages HTTP requests efficiently.
- React: Developed an interactive, responsive front-end UI.
- Node.js: Facilitates server-side processing outside the browser.

### Platform Game – Dungeon Maze | C#, Unity, GitHub

Jan. 2024 – Apr. 2024

- Designed and developed a 2D platformer game using Unity and C#.
- Programmed character animations, scripts, and interactive environments.
- Used GitHub for version control and project management.