

Nygel Lopez

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Experience

Flipp Corp.

May 2017 - Present

JR. SOFTWARE ENGINEER

- Work as a member of an agile-driven team in order to develop one of the most popular shopping apps on the Google Play Store, with over 10 million downloads.
- Implemented in-app ratings prompt that led users to rate or give feedback on the app, resulting in over 10 times increase of Play Store ratings from users.
- Implemented app shortcuts, giving users fast access to the most popular features of the app from the home-screen, resulting in an overall increase of app usage.

Education

University of Toronto

Toronto, Ontario

BACHELORS OF SCIENCE IN COMPUTER SCIENCE, MINOR IN MATHEMATICS

Sept. 2014 - PRESENT

- Overall GPA: 3.43

Projects

I Wanna Be The Hero

May 2014 - Present

PROJECT CREATOR

- Developed a 2D Platform game based on the popular indie game I Wanna Be The Guy.
- Programmed only using Java's built-in libraries; the game is run completely on custom unit collision and physics, akin to Mario-style physics.
- Uses a double buffer for drawing onto the screen in order to ensure responsiveness and little to no tearing or stuttering.

Reminder Android App

Aug. 2016 - Present

PROJECT CREATOR

- Developed an Android application using Android Studio that allows users to add notes and alerts.
- Alert functionality in the app is implemented through services that use AlarmManager and NotificationManager, as well as a WakefulBroadcastReceiver that watches for pending intents.
- Uses Loader API and ContentProviders, along with SQLite databases to store and load data, allowing quick queries, as well as ensuring data consistency on the view.

Warehouse Wars MMO

Mar. 2017 - Apr. 2017

PROJECT CREATOR

- Developed an online MMO that allows players to escape from and kill monsters by using the scattered boxes around the arena.
- Multiplayer functionality implemented thru broadcasting game state to connected clients for using ws and Nodejs.
- Implemented REST API backend using Express and MongoDB in order to store user data.
- Uses JQuery to send AJAX requests to the backend in order to acquire current game state and user data.
- Rendered using HTML5 Canvas and includes gyroscope functionality for improved mobile responsiveness.

Skills

Computer Languages

Java (Proficient), JavaScript (Proficient), Python (Proficient), PHP (Proficient), HTML/CSS (Proficient), C (Familiar), C# (Familiar), Bash (Familiar)

Version Control

SVN, Git

Databases

OracleSQL, PostgreSQL, MongoDB

Tools and Frameworks

IntelliJ IDEA, Android Studio, IDLE, Shell, JQuery, Bootstrap, Node.js, Express, ws