

# 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