Lemuel Nogueira

+1 (561) 301-7924 | nogueiralemuel@gmail.com | Loxahatchee, FL, USA | linkedin.com/in/lemuel-nogueira-662a75225/ | github.com/Leminiscent | lemuelnogueira.netlify.app/

Education

Florida Atlantic University *May 2025*
Bachelor's, Computer Science *GPA: 3.92*
- Data Struct/Algorithm Analysis
- Design/Analysis of Algorithms
- Foundations of Cybersecurity
- Full-Stack Web Development
- Stochastic Models for CS
- Theory of Computation

Palm Beach State College *May 2023*
Associate's, Computer Science

Certifications

Intellectual Property Certificate (National Academy of Inventors)
Intermediate Cybersecurity (CodePath)
Intermediate Web Development (CodePath)
Responsible Conduct of Research (CITI Program)

Professional Experience

eBay **Remote**
Ecommerce Store Manager *July 2020 - Present*
- Managed and operated a successful online storefront with an annual sales volume of over $67,000 and 1,700+ transactions.
- Applied analytics to optimize pricing strategies, inventory turnover, and product visibility.
- Maintained exceptional customer satisfaction ratings (99-100%) through strategic customer engagement and service excellence.

Scale AI **Remote**
Machine Learning Data Annotator *March 2024 - February 2025*
- Annotated and validated datasets used for training computer vision and NLP models.
- Conducted data quality audits to support AI model accuracy and reliability.
- Collaborated with global AI research teams to refine annotation methodologies.

Lemuel Nogueira **Remote**
Investment Analyst *January 2021 - January 2022*
- Developed quantitative investment strategies, managing over $300,000 in diverse assets with returns exceeding 1,100%.
- Applied statistical analysis and algorithmic methods for risk management and asset allocation.
- Produced detailed financial reports and performance analytics to guide investment decisions.

Projects & Outside Experience

2D Monster-Taming RPG   *August 2024 - Present*
Developer
  - A 2D monster-taming RPG prototype in Unity featuring turn-based combat, character selection, party management, inventory systems, and structured barracks organization
  - The game also incorporates world exploration, interactions with NPCs and merchants, and integrates various quest elements.
  - *Link to project*

Minesweeper   *January 2024 - Present*
Developer
  - An implementation of the classic Minesweeper game. The traditional gameplay is integrated with an AI algorithm that analyzes the board and makes safe moves or random guesses when necessary.
  - Additionally, the game includes customizable difficulty settings, a graphical interface using Pygame, and various interactive elements like a timer and a mine counter, enhancing the user experience.
  - *Link to project*

Wordle   *January 2024 - Present*
Developer
  - A Python-based adaptation of the Wordle game, available in both command-line and graphical formats using Pygame.
  - Players attempt to guess words of selectable lengths within limited tries, receiving immediate, color-coded feedback after each guess.
  - *Link to project*

Tic-Tac-Toe   *October 2023 - Present*
Developer
  - A web-based Tic-Tac-Toe game, built with HTML, CSS, and JavaScript, and enhanced by jQuery and Bootstrap, supporting both single-player and local multiplayer modes.
  - A JavaScript-driven AI employs alpha-beta pruning to identify the most optimal move, ensuring a challenging and accessible experience whether playing solo or with others.
  - *Link to project*

Skills

  - **Programming and Scripting Languages:** Python, C/C++, C#, Lua, JavaScript, VHDL, PowerShell
  - **Web Development and Design:** HTML/CSS, React.js, jQuery, Bootstrap, UI/UX Design, JSON
  - **Data and Analytics:** MySQL, Postgres, SQL, Data Analysis, Data Science, Pandas, NumPy, Jupyter
  - **Software Tools and Environments:** Git, Visual Studio, Linux/Unix, CI/CD, Excel/Numbers/Sheets, Word/Pages/Docs, PowerPoint/Keynote/Slides, Adobe Photoshop
  - **Business, Management, and Soft Skills:** Business Analytics, Financial Analysis, Market Research, Management, Customer Service, Communication, Problem Solving, Inventory Management
  - **Core Technical and Quantitative Skills:** Data Structures & Algorithms, Mathematics, Operations Research, Physics, SDLC, Computer Networking, Quality Assurance (QA)
  - **Game Development and Design:** Game Programming, Unity, Unreal Engine, LÖVE