

# Lemuel Nogueira

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## Education

### Florida Atlantic University

*Bachelor's, Computer Science*

May 2025

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

*Associate's, Computer Science*

May 2023

## Certifications

Intellectual Property Certificate (National Academy of Inventors)

Intermediate Cybersecurity (CodePath)

Intermediate Web Development (CodePath)

Responsible Conduct of Research (CITI Program)

## Professional Experience

### eBay

*Ecommerce Store Manager*

Remote

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

*Machine Learning Data Annotator*

Remote

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

*Investment Analyst*

Remote

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