

# Lemuel Nogueira

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## Education

### Florida Atlantic University

*Bachelor of Science in Computer Science, Minors in Artificial Intelligence and Cybersecurity*  
GPA: 3.91

Boca Raton, FL

May 2023 – May 2025

### Palm Beach State College

*Associate of Art in Computer Science and Information Technology*

Lake Worth, FL

May 2022 – May 2023

## Experience

### Machine Learning Data Annotator

March 2024 – Present

*Scale AI*

*Remote*

- Engineer and label thousands of data points across text and image datasets for generative AI fine-tuning and reinforcement learning from human feedback processes.
- Maintain a perfect quality audit score by executing extensive review cycles and corrective feedback procedures to identify and resolve annotation inconsistencies.
- Design and implement data validation and auditing protocols within proprietary annotation platforms to guarantee data integrity and support rapid iteration of training datasets.

### Ecommerce Store Manager

July 2020 – Present

*retro\_reservoir*

*Remote*

- Own and operate an eBay storefront where I manage end-to-end processes such as sourcing, refurbishment, photography, listing, packaging, and shipping for over 2,400 orders and \$60,000 in annual revenue.
- Maintain an Excel dashboard that I created to monitor sales, net profit, ROI, and inventory turnover, which informs pricing and procurement decisions.
- Developed Python CLI tools to reduce manual calculation time by streamlining product sourcing and proportional cost allocation in multi-unit orders.
- Deliver excellent customer service through prompt communication and rigorous quality control, securing repeat business and overwhelmingly positive feedback.

### Portfolio Manager

January 2021 – January 2022

*Lemuel Nogueira*

*Remote*

- Managed a diverse portfolio of equities, fixed income, and alternative assets, generating cumulative returns of more than 1,100% in a year.
- Designed and executed quantitative trading strategies by applying statistical analysis, algorithmic modeling, and back-testing frameworks to optimize risk-adjusted performance.
- Developed asset allocation and risk management protocols to control drawdowns and maintain target volatility thresholds.

## Projects

### 2D Monster-Taming RPG | *Unity, C#, Game Programming Patterns, Git*

August 2024 – Present

- Implemented a modular state-machine architecture in Unity with C#, using ScriptableObjects for data-driven battler, move, item, party, and inventory systems; integrated save/load functionality, turn-based combat logic, and a negotiation-based creature recruitment mechanic.
- Developed user interfaces and gameplay mechanics including world exploration, NPC interactions, party and barracks management, shop and inventory menus, and animated transitions using DOTween, with maintainable code design and support for future feature extension.

### Minesweeper | *Python, Pygame, AI, Git*

January 2024 – Present

- 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.

## **Wordle** | *Python, Pygame, CLI, Git*

January 2024 – Present

- An Implementation of the popular game *Wordle* in Python, with both a CLI and a GUI using Pygame, supporting customizable word lengths and color-coded feedback.
- Utilized a dictionary API with caching for word validation and documented setup, usage, and project structure according to best practices.

## **Tic-Tac-Toe** | *JavaScript, HTML/CSS, AI, Git*

October 2023 – Present

- Implemented core game logic and an optimal AI opponent using the minimax algorithm with alpha-beta pruning in JavaScript.
- Designed and deployed a responsive web interface with Bootstrap and jQuery.

## Technical Skills

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**CS & Quantitative Foundations:** AI/ML, Data Structures & Algorithms, Mathematics, Operations Research, Physics, Statistics

**Data & Databases:** Data Analysis, Data Science, Data Visualization, MySQL, NumPy, Pandas, PostgreSQL, SQL

**DevOps & Cloud:** CI/CD, Cloud Computing, Docker, Git, IaC, Virtualization

**Game Development:** Game Programming Patterns, LÖVE, Pygame, Unity, Unreal Engine

**IT Operations & Support:** Recovery Systems, System/Network Configuration, Technical Support, Troubleshooting, VMware

**Networking:** Computer Networking, DHCP, DNS, Routing & Switching, SDN, VPN

**Operating Systems & Platforms:** iOS, IoT, Linux, macOS, Operating Systems, Windows

**Programming & Scripting Languages:** Batch, C, C#, C++, JavaScript, Lua, PowerShell, Python, TypeScript, VHDL

**Security & GRC:** Access Control, Change Management, Compliance, Cryptography, Cybersecurity, Ethics, Risk Management, Threat Management

**Software Engineering & Quality:** Agile, Backend, Full-stack, Playwright, Quality Assurance, SDLC, Unit Testing, Version Control

**Tools & Productivity:** Adobe Illustrator, Adobe Photoshop, Excel/Sheets, Jupyter, PowerPoint/Slides, Visual Studio, Word/Docs

**Web & UI Development:** Bootstrap, Frontend, HTML/CSS, jQuery, JSON, React, REST APIs, SEO, Tailwind, UI/UX Design

## Certificates

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**CompTIA A+** July 2025

*CompTIA*

**CompTIA Network+** July 2025

*CompTIA*

**CompTIA Security+** August 2025

*CompTIA*

**Intellectual Property Certificate** September 2024

*National Academy of Inventors*

**Responsible Conduct of Research** December 2024

*CITI Program*