Lemuel Nogueira

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Education

Florida Atlantic University　　　　　　　　　　　　　　　　　　　　Boca Raton, FL
Bachelor of Science in Computer Science, Minors in Artificial Intelligence and Cybersecurity　　　*May 2023 – May 2025*
GPA: 3.91

Palm Beach State College　　　　　　　　　　　　　　　　　　　　Lake Worth, FL
Associate of Art in Computer Science and Information Technology　　　　　　　*May 2022 – May 2023*

Experience

Machine Learning Data Annotator　　　　　　　　　　　　　　March 2024 – Present
Outlier　　　　　　　　　　　　　　　　　　　　　　　　　　　　*Remote*

- Engineer and label 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 thorough review cycles and corrective feedback procedures to identify and resolve annotation inconsistencies.
- Design and implement data validation and auditing protocols within proprietary annotation platform to guarantee data integrity and support rapid iteration of training datasets.

Ecommerce Store Manager　　　　　　　　　　　　　　　　　July 2020 – Present
eBay　　　　　　　　　　　　　　　　　　　　　　　　　　　　*Remote*

- Own and operate an online 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

Unity Monster-Taming RPG | *Unity, C#, Game Programming Patterns, Git*　　　August 2024 – Present

- Designed and developed a 2D monster-taming RPG in Unity with top-down exploration and turn-based combat, delivering an end-to-end playable prototype as the sole developer.
- Implemented party and recruitment systems including a six-member team cap, Commander and Deputy roles, Barracks storage, and a talk-to-recruit negotiation during battles.
- Developed core gameplay loops: multi-action turns, items and status effects, experience-based leveling, move learning, and level-based monster evolution.
- Created an overworld with village and shop hubs and interactive NPCs that support dialogue, trading, healing, and quests, plus save and load to persist world and player state.
- Built UI and tooling for party management, inventory, and battle flow, organized the codebase with state-driven systems, and maintained the project with Git.

Technical Skills

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

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