

# Lemuel Nogueira

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## Education

**Florida Atlantic University** | *Bachelor of Science in Computer Science*  
*Minors in Artificial Intelligence and Cybersecurity* | 3.91 GPA

Boca Raton, FL  
May 2023 - May 2025

## Experience

**Machine Learning Data Annotator** | *Outlier & Stellar AI*

March 2024 - Present

- Produce high-accuracy desktop UI annotations by correcting automated detections, adding missing elements, and applying consistent labeling standards to improve model training results.
- Review and validate model execution paths by analyzing tool outputs, identifying logic mismatches, and confirming final states against expected behavior.

**Ecommerce Store Manager** | *eBay*

July 2020 - Present

- Own and operate an online storefront that has processed over 2,700 orders while maintaining exceptional customer satisfaction through proactive customer engagement and service.
- Built an Excel analytics dashboard to track profit, ROI, and inventory turnover, and developed Python CLI tools to reduce manual pricing and sourcing calculations.

## Projects

**Unity Monster-Taming RPG** | *Unity, C#, Git*

August 2024 - Present

- Implemented a stack-based state machine to control global game flow and battle flow, enabling modal overlays such as dialogue, cutscenes, menus, and turn resolution without tight coupling between systems.
- Created a data-driven combat and content architecture using ScriptableObjects, runtime models, and delegate-based status and weather effects, allowing extensible battlers, moves, items, quests, and encounter logic.
- Built a component-based save system using unique scene entities and serialized state capture, paired with event-driven UI and coroutine sequencing for dialogue, battles, and cutscenes.

## Skills

**Data and APIs:** HTTPS, JSON, MySQL, PostgreSQL, REST APIs, SFTP, SQL, TCP/IP

**Development Practices:** Code Review, Debugging, Responsive Design, Version Control

**Programming Languages:** C, C#, C++, JavaScript, Python, TypeScript

**Software Development:** Backend, Frontend, Full-stack, SDLC, Software Architecture

**Testing and Quality:** Playwright, Quality Assurance, Test Automation, Unit Testing

**Tools and Platforms:** CI/CD, CMake, Docker, Git, Linux, Visual Studio

**Web and UI:** Bootstrap, CSS, HTML, jQuery, React, Tailwind

## Extracurriculars & Certificates

**Electronic Arts Software Engineering Virtual Experience Program** | *Forage*

October 2025

- Proposed a new feature for *EA Sports College Football* and wrote a Feature Proposal describing it to other stakeholders.
- Built a class diagram and created a header file in C++ with class definitions for each object.
- Patched a bugfix and optimized the *EA Sports College Football* codebase by implementing an improved data structure.

**CompTIA A+** | *CompTIA*

July 2025

**CompTIA Network+** | *CompTIA*

July 2025

**CompTIA Security+** | *CompTIA*

August 2025