

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 <i>Python, Pygame, CLI, Git</i>	January 2024 – Present
<ul style="list-style-type: none"> - An Implementation of the popular game <i>Wordle</i> 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 <i>JavaScript, HTML/CSS, AI, Git</i>	October 2023 – Present
<ul style="list-style-type: none"> - 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

Business, Management, and Soft Skills: Adaptability, Analytics, Communication, Management, Market Research, Problem Solving, Resilience, Support, Teamwork

Core Technical and Quantitative Skills: AI/ML, Computer Networking, Cybersecurity, Data Structures & Algorithms, Mathematics, Operations Research, Physics, QA, SDLC

Data and Analytics: Data Analysis, Data Science, Jupyter, MySQL, NumPy, Pandas, Postgres, SQL

Game Development and Design: Game Programming Patterns, LÖVE, Pygame, Unity, Unreal Engine

Programming and Scripting Languages: Batch, C/C++, C#, JavaScript, Lua, PowerShell, Python, TypeScript, VHDL

Software Tools and Environments: Adobe Photoshop, CI/CD, Docker, Excel/Sheets, Git, Linux, PowerPoint/Slides, Visual Studio, Word/Docs

Web Development and Design: Bootstrap, HTML/CSS, jQuery, JSON, Playwright, React, REST APIs, SEO, Tailwind, UI/UX Design

Certificates

CompTIA A+ <i>CompTIA</i>	July 2025
CompTIA Network+ <i>CompTIA</i>	July 2025
CompTIA Security+ <i>CompTIA</i>	July 2025
Intellectual Property Certificate <i>National Academy of Inventors</i>	September 2024
Responsible Conduct of Research <i>CITI Program</i>	December 2024