Lemuel Nogueira

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Education

Florida Atlantic University | *Bachelor of Science in Computer Science*   Boca Raton, FL

Minors in Artificial Intelligence and Cybersecurity | 3.91 GPA   *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: JSON, MySQL, PostgreSQL, REST APIs, SQL

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

Practices: Code Review, Debugging, Performance Optimization, Version Control

Software Development: Agile, Backend Development, Full-stack Development, SDLC, Software Architecture

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

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

Web and UI: Bootstrap, CSS, HTML, 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