Lemuel Nogueira

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Summary

I am a recent computer science graduate looking for a position as a software engineer where I can use my strong CS fundamentals to help teams deliver reliable features, learn production best practices through reviews and ownership, and eventually advance to leadership and management positions. I have developed a monster-taming RPG in Unity with C#, and Python CLI tools that streamlined an e-commerce operation, among various other projects. I bring initiative, a can-do attitude, and experience using a variety of industry-standard tools.

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 | *Outlier*   March 2024 - Present

- 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 a proprietary annotation platform to guarantee data integrity and support rapid iteration of training datasets.

Ecommerce Store Manager | *eBay*   July 2020 - Present

- Own and operate an online storefront where I manage end-to-end processes such as sourcing, refurbishment, photography, listing, packaging, and shipping for over 2,500 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 | *Lemuel Nogueira*   January 2021 - January 2022

- Managed a diverse portfolio of equities, fixed income, and alternative assets, generating cumulative returns of over 1,100%.

- 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 action during battles.
- Developed core gameplay loops: multi-action turns, items and status effects, experience-based leveling, move learning, and monster transformation.
- 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.

Skills

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

Data & Databases: Data Analytics, Data Visualization, Jupyter, MySQL, NumPy, Pandas, PostgreSQL, Splunk, SQL

DevOps & Cloud: Azure, Cloud Computing, Docker, IaC, Virtualization, VMware

Game Development: Game Programming Patterns, LOVE, Pygame, Unity, Unreal Engine

IT Operations & Support: Backups, DRP, Firewalls, System/Network Configuration, Technical Support, Troubleshooting

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

Operating Systems & Platforms: Android, iOS, 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, Ethics, Risk Management, Threat Management

Soft Skills: Adaptability, Attention to Detail, Communication, Critical Thinking, Leadership, Organization, Problem-solving, Teamwork, Time Management

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

Tools & Productivity: AutoCAD, Excel/Sheets, Git, Illustrator, Photoshop, PowerPoint/Slides, Visual Studio, Word/Docs

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

Extracurriculars & Certificates

Electronic Arts Software Engineering Virtual Experience Program | *Forage*   October 2025
- Proposed a new feature for the 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

Intellectual Property Certificate | *National Academy of Inventors*   September 2024

Responsible Conduct of Research | *CITI Program*   December 2024