

# Lemuel Nogueira

Loxahatchee, FL | (561) 301-7924 | [nogueiralemuel@gmail.com](mailto:nogueiralemuel@gmail.com) | [linkedin.com/in/lemuel-nogueira](https://www.linkedin.com/in/lemuel-nogueira) | [github.com/Leminiscent](https://github.com/Leminiscent)

## 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** | *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.

**System Administrator** | *Finishing Touches Unlimited*

January 2021 - February 2024

- Administered Windows systems, managing user accounts, permissions, updates, software deployments, and routine maintenance to support stable operations and secure endpoint environments.
- Installed and supported networking and computing hardware, low-voltage cabling, and software solutions while diagnosing and resolving hardware, software, and network issues to minimize downtime.

**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.

## Skills

**Backend and Data Technologies:** HTTPS, JSON, MySQL, PostgreSQL, REST API, SQL, TCP/IP

**Development Methods:** Code Review, Debugging, Design Patterns, SDLC, Software Architecture, Version Control

**DevOps and Systems:** CI/CD, CMake, Docker, Git, Linux, SFTP, Splunk

**Frontend and Web Technologies:** CSS, HTML, jQuery, React, Responsive Design, SEO, Tailwind

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

**Testing and Quality:** Playwright, Quality Assurance, Test Automation, Unit Testing, Full-stack

## Certificates

**CompTIA A+** | *CompTIA*

July 2025

**CompTIA Network+** | *CompTIA*

July 2025

**CompTIA Security+** | *CompTIA*

August 2025