Christopher Lopez-Araiza

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Objective

Well-rounded software engineer with developed problem-solving skills, experience in Java, C++, bash, amongst other languages, and excellent written and oral communication skills.

Education and Honors

University of Texas at Dallas --Richardson, Texas   *August 2014 - December 2017*
Pursuing B.S. in Computer Science & Software Engineering

- *Academic Excellence Scholar*
- *Member of The National Society of Collegiate Scholars*
- *GPA: 3.5*

Relevant Courses

Organization of Programming Languages	Computer Networks
Software Architecture and Design	Digital Logic and Computer Design
Computer Architecture	Operating Systems Concepts
C/C++ Programming in UNIX Environment	Software Testing

Technical & Special Skills

- **Languages:** Java/JavaFX, HTML, CSS, Bash Scripting, Assembly, C++, Visual Basic (Excel)
- **Programs:** WireShark, Adobe Dreamweaver, IntelliJ, Netbeans, MS Office Suite, Qt, Microsoft Visual Studio, CLion, Visual Basic for Applications
- **Environments:** Red Hat Enterprise Linux
- Bi-lingual (English and Spanish)
- **Certifications:** First Aid/CPR/AED (American Red Cross)

Work Experience

L-3 Communications, Greenville, TX.   *May 2016 - Present*
Software Engineer Co-op:

- Created and modified Bash scripts to automate file system services, perform system configuration tasks, and configure hardware to local networks.
- Created Excel Macros using Visual Basic for Applications to automate sorting, categorization, calculation, and data entry for large sets of data.
- Worked in large scale projects creating Java GUIs that integrate with server back-ends to poll, manipulate, and archive data

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Relevant Projects

Scouting Software (Java/JavaFX, Google API): Planned and programmed a desktop application and GUI for use in competitive debate. Project's purpose is to allow teams to have a uniform system to upload, share, update, and cull information on other school teams in real-time.

Hangman Game (Assembly): Designed, overlooked, and programmed a standalone instance of the popular game hangman using only Assembly code. This instance utilizes a modified version of the MARS programming environment.