Miguel J. Lopez

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EDUCATION:

California State University, Sacramento   Graduation Term: Summer 2024

Bachelor of Science in Computer Science

Relevant Coursework: Computer Network Fundamentals, Business & Computer Ethics, Database Management Systems, Big Data

WORK EXPERIENCE:

College of Continuing Education at California State University Sacramento   Feb 2022 – May 2023

IT Desktop Support Student Assistant   *Sacramento, CA*

- Resolved IT tickets using ServiceNow and provided staff support for hardware, software, and network resources, while delivering online support for state agency course certifications using Agile Scrum
- Conducted equipment imaging, troubleshooting, electronic recycling, and setup
- Created step-by-step documentation and Spanish ticket response guides to assist our own team and clients using Word
- Used Excel to organize equipment, as well as electronic recycling management and assisted with PowerPoint

PROJECTS:

Potential Pokémon Competitor with Custom Engine   Mar 2017 – Present

C# / .NET / Visual Studio   Lead Developer, Designer, and Researcher

- Designed modern monster-battling role-playing game, aiming to compete with franchises like Pokémon and Shin Megami Tensei/Persona along with an assistant who provided support with engine development and code reviews
- Developing a custom 2D game engine in C# without frameworks
- Integrating advanced features including procedural dungeon generation, a crafting system, and a combat gimmick redefining classic JRPG mechanics

Project Management Website   Aug 2023 – May 2024

TypeScript / ReactJS / HTML / Tailwind CSS / Node.js / PostgreSQL / Supabase / Jest / Vercel / VS Code

- Developed a responsive project management website for desktop and mobile using a modern tech stack in a team of eight people using Scrum
- Implemented password reset functionality with email integration via Supabase API, and created robust CRUD API features for receipt management
- Tested and debugged key functionalities, including member management, receipts, and task assignment

SKILLS:

Systems: Windows, MacOS, Linux   **Tools:** MySQL, Anaconda

Other: Ability to multi-task projects as I am developing both a game and website/app for iOS and Android

ADDITIONAL EXPERIENCE:

MIT Autonomous Circuits Racing Team (ACRT)   Aug 2018 – May 2020

MIT Beaverworks Summer Institute / SMUD sponsorship / Python   Club Officer

- Pioneered the first West Coast MIT ACRT club, teaching Python to prepare a team for global autonomous racecar programming competitions at MIT Beaverworks Summer Institute and guided new members as a club officer
- QR code scanning used for mini racecars to detect when to turn, while racing