Bryan M. Lopez

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TECHNICAL SKILLS

Programming Languages: JavaScript, TypeScript, Python, Java, C#, HTML, CSS, MUMPS

Frameworks: React, Node.js, Express.js

Databases: PostgreSQL, MySQL, SQLite, Prisma ORM, Sequelize ORM

EXPERIENCE

Software Developer

Sep. 2024 – Present

Remote

- Program Earth
 Automated GitHub Actions for PR templates, issue forms, and CI checks, standardizing reviews for 40+ contributors.
 - Integrated linting and test execution on every new pull request, reducing style and test-related CI failures by 50% and improving merge reliability.
 - Designed and implemented 10+ relational database schemas using TypeScript and Sequelize, optimizing migration files to improve query efficiency and schema reliability.

Software Developer Mentor

May 2025 - Present

Firme Coding

Remote

• Mentored a junior developer one-on-one on resume strategy, job search tactics, and technical interviews using LeetCode and behavioral frameworks.

Career Break
Jan. 2023 – Sep. 2024

Personal

Los Angeles, CA

• Took time off to provide full-time care for a family member during a medical emergency while also working various part-time roles outside of tech.

Software Developer

Aug. 2021 – Sep. 2022

Epic Systems

Verona, WI

- Closed ~2 critical bug tickets per week during the migration of Tapestry Admin Workflows to the web platform, writing root cause analyses and internal design documentation to support long-term maintainability.
- Refactored core pricing logic for bundled services in the Tapestry Claims backend (MUMPS/Cache), improving modularity and increasing loop performance by 10% through thorough testing and benchmarking.
- Built 3+ major dashboards and several minor ones using Epic's internal UI tools, including full-page bundle reporting views, interactive sidebars, and audit report dashboards—improving visibility for vendor workflows serving across 10M+ patients.

PROJECTS

Book Reviews | github.com/blopez024/Prisma-Book-Reviews

- Built a RESTful API with Node.js, Express & Prisma (SQLite), modeling one-to-many and many-to-many relationships across authors, books, users, reviews and genres, and seeding realistic test data via Faker.js.
- Created a vanilla-JS frontend that fetches /api/books, computes average ratings, renders genre-based gradients with emojis, supports CRUD interactions, and injects responsive book-detail cards.

B's Dictionary | github.com/blopez024/Bryans-Dictionary

- Developed a Vite-powered JavaScript web app fetching dictionary API data (pronunciation, audio, part of speech, definitions, images, and wiki links) plus a random-word generator for vocabulary building.
- Crafted a vanilla-JS UI with search, "dice" randomizer, audio playback, focused input styling, error handling, and dynamic, responsive rendering of word details.

EDUCATION

The Knowledge House

Los Angeles, CA

Innovation Fellowship - Web Development

Jan. 2025 - Present

University of California, Santa Cruz

Santa Cruz, CA

Bachelor of Science in Computer Science