

Bryan M. Lopez

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EXPERIENCE

Career Break for Family Care

Jan. 2023 – Dec. 2023

Unemployed

Los Angeles, CA

- Took a planned career break to care for a close family member during a medical crisis.

Software Developer

Aug. 2021 – Sep. 2022

Epic Systems

Verona, WI

- Fixed critical bugs encountered during the migration of the new Tapestry Admin Workflows, conducting thorough peer reviews of more than 1,000 lines of code.
- Specialized in pricing on the Tapestry Claims team, overseeing a payment system managing large, complex member populations, improving accuracy and efficiency by 10% for over 30 vendors.
- Revamped outdated visual dashboards and built new ones for added features, impacting vendors with over 10 million patients.
- Designed and implemented bundle claim functionalities for managed care utilizing **React**, **C#**, **TypeScript**, **JavaScript**, and **MUMPS**.

PROJECTS

Tapestry Bundle | Epic Systems | *TypeScript, React, C#, MUMPS*

- Refactored code for the Tapestry Bundle Project, resulting in a 10% improvement in performance and easier integration of future features.
- Led the planning, design, and coding of visual boards, achieving a 50% reduction in loading times and 100% accessibility compliance.
- Developed user-friendly visual boards that enabled vendors to review information 30% faster, leading to increased user interaction and positive feedback with high satisfaction ratings.

B-Mail | Personal | *Node.js, Express, React, PostgreSQL, Material-UI*

- Developed an email system as a Single Page Application (SPA) using the NERP Stack, optimized for both mobile and desktop viewing.
- Implemented REST APIs using Swagger.io for backend services to handle email retrieval, composition, and search functionalities.
- Enabled email composition and integrated a search bar for filtering by sender, subject, or body content.

Predicting World Happiness | Personal | *Python3, Jupyter Notebook, Git*

- Developed a data science project for Ethics & Algorithms class, investigating the correlation between a country's economic indicators, life expectancy, and its overall happiness index.
- Collaborated in a team of 3 and led the development of a linear regression model predicting world happiness with a 77.1% accuracy rate in determining if a country would be happier than average.
- Achieved 1st place in the video presentation category for the project.

Irreducible Representation Calculator | Personal | *Java, XML, Android Studio, Git*

- Collaborated with a team to develop a chemistry department-sponsored app to help inorganic chemistry students calculate a reducible form for a wide range of chemical point groups.
- Programmed parts of the user interface components (XML files) and most of the backend calculations work, in the span of ten weeks.
- Combined two other chemistry apps, Point Group Finder and Tanabe-Sugano Slider to form the iChem app.

TECHNICAL SKILLS

Languages: Python3, Java, C#, C, TypeScript, JavaScript, HTML, CSS, MUMPS

Frameworks: React, Node.js, Express.js, Material-UI

Databases: PostgreSQL, MySQL

Developer Tools: Git, GitHub, VS Code, Visual Studio, Android Studio, Docker, Swagger.io

EDUCATION

University of California, Santa Cruz

Bachelor of Science in Computer Science

Santa Cruz, CA

Sep. 2017 – June 2021