

# BRYAN LOPEZ

Software Engineer

📍 Los Angeles, CA

## EDUCATION

B.S. in Computer Science

University of California, Santa Cruz

📅 2017 - Ongoing

## PROJECTS

Simple Weather

Flutter Developer

📅 09/2020 - 12/2020

- Built a mobile app using Flutter and Dart that displays weather information in a minimalistic manner.
- Utilized the OpenWeather API and Flutter packages to grab the latitude and longitude of the phone, passing it along as an http request to the API.
- Built using asynchronous programming: used methods such as futures, async, and await.

Predicting World Happiness

Python Programmer

📅 03/2020 - 06/2020

- Project for Ethics & Algorithms class, exploring how economy and life expectancy can influence a country's value of happiness.
- Worked in a team of 3: finding, scrubbing, and analyzing datasets.
- Responsible for fitting and training a linear regression model to predict world happiness, the model was able to determine if a country would be happier than average with a 77.1% accuracy.

Irreducible Representation Calculator

Android Developer

📅 09/2019 - 12/2019

- Chemistry department-sponsored project; Worked in a group of 3 to create an 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 the backend calculations work, in the span of ten weeks.
- Later combined with two other chemistry apps, Point Group Finder and Tanabe-Sugano Slider, to form the iChem app.

## PROGRAMMING LANGUAGES / TOOLS / FRAMEWORKS

Python    Java    Dart/Flutter

JavaScript    C    PostgreSQL

Express.js    React    Node.js    Git

Android Studio

## AWARDS



Baskin Endowed Scholarship



Dean's List

## FIND ME ONLINE



LinkedIn

linkedin.com/in/bryan-lopez-22a98a159/



GitHub

github.com/blopez24