

Bryan Lopez Rosales

(435)272-6058 • brainalexis119@gmail.com • <https://www.linkedin.com/in/bryan-lopez-rosales/> • github.com/boomypig

EDUCATION

Pursing Bachelors of Science in Computer Science

Aug '22 - Present

Utah Tech University | St. George, Utah

- **Cumulative GPA:** 3.67/4.0
- **Relevant Courses:** Data Structures and Algorithms, Discrete Structures, Computer Organization and Architecture, Programming in C++, Database Systems, Computer Networks

Work History

IT Help Desk Technician – Utah Tech University

Aug '24 - Present

Utah Tech University | St. George, Utah

Provided technical support for students, staff, and faculty at Utah Tech University, resolving software, hardware, and network issues. Assisted with account access, Canvas, printing, security troubleshooting, and wireless connectivity.

- **Diagnosed and resolved software, hardware, and network issues** across multiple platforms (Windows, macOS, mobile devices)
- **Guided users** through step-by-step troubleshooting for IT-related issues with patience and clarity.

PROJECTS

Disclist Music Management Web App

Jan '25 - Mar '25

Personal Project | Vue.js, Node.js, Express, MongoDB, Mongoose, AWS S3, JavaScript, HTML/CSS Developed a full-stack web app for vinyl enthusiasts to catalog and manage their collection, including browsing/search, personal collections, and admin database tools.

- Built a responsive **Vue.js frontend** for browsing records, searching by album/artist/version, and managing personal collections + want lists
- Developed a **Node.js/Express REST API** with CRUD endpoints for vinyl records and session-based authentication flows (sign up, login, logout).
- Implemented **secure authentication** with password hashing (**bcrypt**) and protected routes via middle ware.

Boss Dungeon Multiplayer Web App

Mar '25 - Jun '25

Personal Project | Node.js, Express, Socket.IO, JavaScript, HTML, CSS Developed a real-time, browser-based multiplayer RPG where players host or join a session, choose a class, and coordinate turn-based boss fights.

- Built a **multiplayer host/join flow** and synced game play actions across players using **Socket.IO** real-time events.
- Implemented core combat systems including **turn handling, class abilities, and status effects** to support team strategy.
- Developed an **Express/Node.js backend** to manage game sessions and enforce game rules/state updates.

Fitness Application

May '24 - Jul '24

A full-stack web app built with Vue.js, Node.js/Express, and MongoDB, designed to help users create, manage, and track personalized workout plans. Features include custom routine building (workouts, days, weeks), progress tracking with automated weight progression, user authentication, and a responsive UI.

- Designed **RESTful APIs** for CRUD operations (e.g., workout/day/week creation, progress tracking)
- Integrated automated **weight progression logic** based on weekly timestamps to enhance user engagement.
- Collaborated in a team using Git for version control, ensuring seamless integration of frontend/backend components and **resolving merge conflicts** through code reviews

Technical SKILLS

Programing Languages: Python(Intermediate), JavaScript(Intermediate), HTML(Intermediate),CSS(Intermediate), C++ (Intermediate), Rust (Beginner)

Operating System: Windows 10/11, Linux