

Work Experience

📅 01/2020 - 05/2020 📍 HOUSTON, UNITED STATES

Software Engineer Intern NASA - Johnson Space Center

- Developed and deployed a data visualization page for data.nasa.gov that helps end users gain a better sense of public datasets available on the site.
- Assisted in maintaining and updating NASA's public Earth Flask API.
- Researched the possibility of using machine learning models to determine which datasets on data.nasa.gov appeared suitable for artificial intelligence.
- Researched how the expansion of NASA acronyms effected results a ML model that predicts keywords from a standardized list of several thousand keywords.
- Wrote technical blog posts for open.nasa.gov detailing my artificial intelligence research and results.

📅 03/2019 - 01/2020 📍 NORTH MIAMI BEACH, UNITED STATES

Full Stack Web Engineer Queentessence

- Created friendly interfaces and dashboards using Bootstrap, JS, and jQuery.
- Designed and built a DNS analytics page which gave our clients the ability to identify patterns in web traffic, as well as blacklist websites on the companies guest wifi.
- Made a Marketing Campaign system which allowed our clients to offer loyalty rewards when their customers use their guest wifi.
- Developed Python scripts querying RESTful APIs to receive and parse data.
- Built RESTful APIs used internally with Python and Django.

Education

📅 08/2018 - present 📍 MIAMI, UNITED STATES

Bachelor's in Computer Science Miami Dade College

- 3.64 GPA
- Relevant Courses: C++ Programming, Java Programming

📅 03/2018 - 05/2018 📍 FREMONT, CA

Software Engineering 42 Silicon Valley

- Learned about data structures such as hash tables, queues, stacks, and binary trees.
- Built out many low-level standard library functions in C.
- Created Unix commands using C such as cat, last, tail, and hexdump.

📅 08/2013 - 06/2017 📍 MIAMI SPRINGS, UNITED STATES

Programing + Design Miami Springs Senior High: iTech Academy

- Created "Mission Echo" using GML + GameMaker Studio, a 2D game in which the goal is to terraform Mars. which won the Scholastic American Visions Gold Award.
- Worked with Oculus Rift DK2 to create Virtual Reality games in Unity with C#.

Brian Lobo

Personal info

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Skills

~ LANGUAGES

Python, Javascript, C, C++, Java,
HTML/CSS

~ TECHNOLOGIES

Node.JS + Express.JS, React.JS, Django,
Flask, NumPy, D3.js, graphQL

~ HOBBIES

3D Printing, Guitar, Chess, Raspberry Pi
and Arduino