Brian Lobo

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Work Experience

📅 1/2022 – PRESENT   ⊙ MIAMI, UNITED STATES

Software Engineer
TimeClick
- Developed custom features for clients such as integrating our payroll software with the WooCommerce using Python.
- Responsible for the deployment of our Python Desktop app, and React Native JS Mobile app.
- Developed CI/CD pipelines for building, testing and deployment of mobile app.
- Maintain our PYQT desktop app, React Native mobile app, Django server, and our Wordpress site.

📅 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.

📅 01/2019 – 01/2020   ⊙ MIAMI BEACH, UNITED STATES

Full Stack Developer
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.
- Created 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 parse and process data.

Education

📅 08/2022 – PRESENT   ⊙ MIAMI, UNITED STATES

Computer Science | Bachelor's
Florida International University

📅 08/2019 – 04/2022   ⊙ MIAMI, UNITED STATES

Associate of Arts
Miami Dade College
- 3.64 GPA
- Relevant Courses: C++ Programming, Java Programming

📅 03/2018 – 03/2019   ⊙ FREMONT, CA

Software Engineering
42 Silicon Valley
- Learned how to implement 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#.

Skills

ⓘ **LANGUAGES**
Python, Javascript, C, C++,
Java, HTML/CSS

ⓘ **TECHNOLOGIES**
Django, Flask, NumPy,
BeautifulSoup, D3.js, Node.js
React.js

ⓘ **HOBBIES**
3D Printing, Rocketry &
Astronomy, Guitar,
Raspberry Pi and Arduino