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.
- Maintain Python desktop app, React Native mobile app, Django server, and Wordpress site.

01/2020 — 05/2020   HOUSTON, UNITED STATES

Software Engineer Intern
NASA

- 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 were 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   SALT LAKE CITY, UNITED STATES

Computer Science | Bachelor of Science
Western Governors University

08/2019 — 04/2022   MIAMI, UNITED STATES

Associate of Arts
Miami Dade College

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

08/2013 — 06/2017   MIAMI SPRINGS, UNITED STATES

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, Node.js, React.js, NumPy, BeautifulSoup, D3.js

— HOBBIES

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