Software Engineer

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My name is Kevin Lopez. I have an interest primarily in mobile development but I welcome any and all fields. I enjoy learning about new technologies and embrace them.

Experience

California State University Fullerton's ILXL

Android Engineer — Mar 2020 - Dec 2020

- Operated in a team of 7. Developed modules in Java that assisted women in losing weight at a 30% more efficient rate.
- Displayed their projected weight loss trajectories and included a text-to-speech-component to make vision impaired user' experience more enjoyable.
- Programmed module for daily exercises encompassing 2000+ lines of code in Java.
- Implemented automated tests and reporting for multiple projects using Spring, and Gradle.

Skills

Languages	Java, Kotlin, Python, JavaScript, PHP, SQL
Technologies / Skills	node.js, Git, agile, MongoDB, Postman, spring, Room Persistence Library, Jetpack Compose, Android, iOS, Linux, Windows, OSX+

Education

California State University, Fullerton

Bachelor's of Computer Science — Aug 2017 - Jan 2022

Projects

Web Browser — Jan 2022 - Feb 2022

Kotlin based browser with tabbing and bookmarking functionality

- Used Jetpack Compose to build a native and dynamic UI.
- Adopted the Room persistence library to create a database that holds user submitted bookmarks.
- Features of the app included adding and deleting bookmarks, creation and deletion of tabs, with tracking.

BBG Clone — May 2021 - Nov 2021

open-source multithreaded application built with Java and Python designed to mimic features of the Bloomberg terminal; a dashboard of live stock market news. Sourced data from Reddit and Twitter via APIs and used Postman to create an API for Webull.

- Devised multiple web scrapers, tasked to extract information from a multitude of social media sites. Automatically running 24/7 and feeding data in real time using cron jobs.
- Leveraged the APIs of Reddit, and Twitter to collect posts for a custom social media feed within the application.
- Utilized Postman to discover endpoints of specific services, in order to create an API that allowed easier usage and extraction of data directly to the application.

News Verifier — Jan 2021 - Feb 2021

Tool built in Python to determine the validity of an article.

- Normalized and primed a data set containing 50,000 true and fictitious news reports in pandas and NumPy by incorporating libraries to eliminate stop words and repetition.
- Visualized more than a dozen variables with Matplotlib, seaborn, and Plotly in a variety of plots, including word clouds, which allowed analysts to find the most crucial factors for effectively identifying fake news, such as particular topics and common words.

Grade Manager — Oct 2020 - Dec 2020

A responsive webapp that allowed students and teachers to view and manage their grades.

- Designed front-end with HTML, CSS, and Bootstrap to give a modern UI that displayed a student or professor's data.
- Devised PHP built back-end that pulls real-time data. Stored relevant information using a SQL database.
- Debugged webpage and API interactions with RESTful tooling on a local development server ahead of deployment.