Julian Fernando Lopez

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Education

Florida International University   2019 – 2022
Bachelor of Science in Computer Science
Minor in Mathematical Sciences
- GPA: 3.96
- Related Coursework: Programming I & II, Systems Programming, Advanced Windows Programming, Mobile App Development, Software Engineering I & II, Data Structures, Database Management, Human-Computer Interaction, Calculus I, II & III, Physics I & II

Employment

Gary Silberman P.A.   Summer 2019
Paid Internship
- Created and edited various documents on MS Word and Excel.
- Organized and digitized hundreds of files.

Projects

- NuMom
  - Continued development and bug-fixing of a React Native app alongside a group of fellow FIU CS capstone students for 2 semesters.
  - Led, as Scrum Master, a 10-member team throughout my second semester with NuMom.
- AliensTookMyFriend
  - Developed a short space-themed adventure game using Unity, and programmed in C#, for KnightHacks 2021 within a 36-hour timeframe with the help of a teammate.
  - Awarded Best Space App, sponsored by the United States Space Force.

Technical Skills

- Programming: Java, C, C#
- Web/App: JavaScript, ReactJS, HTML, CSS, React Native
- Games: Unity game engine
- Version Control: Git

Soft Skills

- Teamwork & Leadership
- Communication
- Problem solving
- Self-management

Honors

- Dean's List at FIU (every semester)
- Summa Cum Laude at FIU

Clubs & Activities

Upsilon Pi Epsilon   2021 - 2022
Member, Code & Design Programs
- Attended several code and design workshops to improve my skills and understanding in software, web, and game development & design.

RamTech Summer Camp   2017 - 2019
Counselor
- Educated dozens of young children about fundamental engineering and programming concepts.