Julian Fernando Lopez

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github.com/julianlopez6850   linkedin.com/in/julianlopez6850   julianlopez6850.github.io

EXPERIENCE

Gary Silberman, P.A.   May 2022 – Present
Software Developer
- Created a web app to store and manage real estate files; list and filter important deadlines; and send staff daily email reminders, replacing the need for two outdated software previously used by the office, utilizing JavaScript, ReactJS, NodeJS, ExpressJS, and MySQL, which continues to receive frequent updates.
- Met with the Product Owner biweekly to review progress updates and discuss upcoming deliverables.
- Created a website for the company using JavaScript and ReactJS.

Capita Nursery & Landscaping   March 2024
Website Designer & Developer
- Created a website for the company using JavaScript and ReactJS, found at www.capitalandscaping.com.

SKILLS

- **Programming**: Java, JavaScript, ReactJS, React Native, NodeJS, HTML, CSS, C, C#, Python
- **Tools:** Git, MySQL, Figma, Microsoft Suite

EDUCATION

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

PERSONAL PROJECTS

- **Portfolio Website**
  Design & Development
  - Built a website from scratch using JavaScript, ReactJS, CSS, HTML to display my interests, skills, personal projects and experience; it is currently hosted at julianlopez6850.github.io via Github Pages.
- **VINYLE**
  Design & Development
  - Built a web app, similar to Wordle, that retrieves album info from an SQL database and shows cropped portions of its art for users to guess, using JavaScript, ReactJS, NodeJS, ExpressJS, and MySQL.
  - VINYLE is deployed on Firebase and Heroku and can be played at www.playvinyle.com.
- **NuMom**
  Lead Developer, Scrum Master
  - Continued development and bug-fixing of a mobile app, built with JavaScript and React Native, alongside other FIU students for 2 semesters, using the Scrum development framework.
  - Led, as Scrum Master, a 10-member team throughout my second semester with NuMom.
- **Aliens Took My Friend**
  Co-Design & Development
  - Developed a short space-themed adventure game using Unity and C# for KnightHacks 2021 in under 36 hours with a fellow developer. Won ***Best Space App*** Award, sponsored by the United States Space Force.

* More information regarding my projects can be found at my portfolio website, linked above.

HONORS & DISTINCTIONS

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