

Julian Fernando Lopez

(786)925-1382 | julianlopez6850@gmail.com

 github.com/julianlopez6850

 [linkedin.com/in/julianlopez6850](https://www.linkedin.com/in/julianlopez6850)

 julianlopez6850.github.io

Education

Florida International University

2019 – 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

Skills

- **Programming:** Java, JavaScript, ReactJS, React Native, NodeJS, HTML, CSS, C, C#, Python
- **Tools:** Git, MySQL, Figma, Unity, Microsoft Suite
- **Soft Skills:** Problem solving, Teamwork & Leadership, Communication, Organization

Employment

Gary Silberman P.A.

2019, 2022 – Present

Legal Assistant / File Technician

- Digitized and organized hundreds of files onto a server.
- Troubleshoot several problems with computers and other office equipment.
- Created and edited various documents on MS Word and Excel.

Projects

- **Portfolio Website**

Design & Development

- Built an ever-expanding website from scratch using JavaScript, ReactJS, CSS, and HTML to display who I am, and the software development projects that I have worked on.
- The website 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 hosted 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 programmed in C#, for KnightHacks 2021 within a 36-hour timeframe with a teammate.
- 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

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