Julio Cesar Lopez

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EDUCATION

University of California Merced — Merced, CA
Major: B.S. - Computer Science & Engineering; Cumulative GPA: 3.34 — *August 2020 - August 2022*

Programming Coursework *Algorithms, Full Stack Development, Digital Image Processing, Human Computer Interaction, Object Oriented Programming*

Engineering Coursework *Computer Architecture, Numerical Methods, Circuits, Economic Analysis, Mechanics*

College of the Canyons — Valencia, CA
Major: A.S. - Computer Science, Mathematics, Physics — *August 2016 - May 2019*

EMPLOYMENT

Freelance & Consulting — Los Angeles, CA
Full Stack Developer — *February 2022 - Current*
- Built food delivery web & mobile application for restaurant businesses to replace existing subscription based food delivery apps (Doordash, Uber Eats, Grubhub) to decrease delivery commission fees, increase control over online presence & increase profit margins over 35%.
- Developed UI/UX strategies which include wire frames and mock-ups and for small and medium-sized enterprises.
- Worked closely with clients to gather requirements and ensure their vision was brought to life. Developed 5+ websites for small businesses, each with unique designs and features.
- Optimized website speed and reduced loading time by 50%, improving customer satisfaction and leading to significant increase in page rankings.
- Performed on-page SEO optimizations resulting in a 30% increase in organic traffic.
- Key Clients: Wana Iguana Fresh Baja Grill (wanaiguana.com), Cande Lopez (candelopez.co).
- Technology Utilized: JavaScript, Python, Flask, mySQL, Express.js, HTML, CSS, Bootstrap.

Bay Area Rapid Transit — Remote
Software Developer (Internship) - Operations Control Center — *August 2021 - December 2021*
- Developed web application alongside a small team of four engineers to replace existing solution to input and categorize control center incident logs and generate end of the day reports.
- Integrated rich text editor into application, adding over a dozen text functions, increasing ability to create custom and detail oriented reports by using Quill.js tool.
- Implemented ability to add frequently used templates to incident logs with keyboard shortcuts reducing input time by utilizing keyboard bindings.
- Integrated the ability to rapidly add search tags to incident log entries by using text auto-complete function improving data storage for optimal categorization and search-ability.
- Created database to store incident logs using SQL Alchemy and created tool to search through database with various criteria and display data in a quick and efficient manner.
- Technology Utilized: Python, Flask, SQLAlchemy, Bycrpt, HTML, JavaScript, Quill.js, Awesomplete, Cleave.js.

SHL Engineering — Palmdale, CA
Computer Aided Drafter & 3D Rendering Artist — *August 2016 - December 2019*
- Designed and drafted 2D blueprints and 3D renderings using computer-aided-drafting software for large scale construction projects.
- Submitted finalized plans to local governmental bodies for approval and submitted subsequent alterations and corrections throughout permitting process.
- Worked on-site with engineers and construction managers to insure the completion of projects.
- Technology Utilized: AutoCad, SketchUp Pro, Layout, Vray, SU Podium, Adobe Illustrator, Adobe Photoshop, Microsoft Office Suite.

SOFTWARE PROJECTS

- **WebEye - Eye controlled e-book reader web application (Web Development, Human-Computer Interaction, UI/UX Design, Eye Tracking Technology)**: (Work in progress) Research oriented, open source, retina controlled e-book reader that can be utilized to solve a variety of issues such as assisting those with disabilities. Tech: Javascript, HTML, CSS, WebGazer.js (May '22)
- **todoMac - Native desktop mac application (Application development, UI/UX Design, Object Oriented Programming)**: Native desktop task managing application used to organize your life and complete your goals. Tech: C++, QT Framework, QT Creator. (April '22)
- **Scroll - Forum Based Social Media Web App (Web Development, Databases, Encryption, Application Programming Interfaces, UI/UX Design)**: Developed community based social media platform to meet others with similar interest and share with like minded individuals. Tech: Python, Flask Framework, JavaScript, HTML, CSS, Quill.js, Bycrpt, SQLite (December '21)
- **KickIt - Mobile iPhone Application (Mobile Development, Application Programming Interfaces, Location Based Application, iPhone Development)**: Casual hangout app that allows users to mark interesting locations on a map for their friends and, if they choose, other users. Users can create location invites that prompt friends and/or other users on their devices. Tech: Swift, Objective C, XCode, Google Map API (May '21)

Skills

- **Languages**:   Python, C++, C, JavaScript, Java, Swift, SQL, Matlab, HTML/CSS,
- **Frameworks**:   Flask, XCode, QT Creator, Bootstrap, Express.js
- **Tools**:   Vistual Studio, AutoCad, SketchUp, Vray, SU Podium, Adobe Creation Suite, Microsoft Office Suite

Additional Experience

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  Designer & Consultant - Antelope Valley Fairgrounds, City of Lancaster   Lancaster, California
  Projects: La Plaza, AV Hispanic Cultural Center and the remodeling of Lancaster City Hall   *Jun 2015 - Present*

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  CodePath - iOS Mobile Development   Remote
  Intensive project-based coding boot camp focused on mobile app development.   *Jan 2021 - Apr 2021*