Christian Lopez

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EDUCATION

University of Central Florida

Aug 2020 – Current

M.S. Computer Science | Expected Grad: July 2026

B.S. Computer Science | Grad: Dec 2024

Orlando, Fl

TECHNICAL SKILLS

Languages: Python, Java, C, C++, SQL, JavaScript, HTML, CSS

Frameworks: PyTorch, Scikit-Learn, OpenCV, NumPy, Pandas, Matplotlib, HuggingFace, Flask, ReactJS

Tools: AWS (Gateway, Lambda, S3, DyanmoDB), Docker, MongoDB, Jira, Linux, Git

Publications

Aparcedo, A., Lopez, C., Kotta, A., & Li, M. (2024). Multimodal Power Outage Prediction for Rapid Disaster Response and Resource Allocation. DOI: 10.48550/arXiv.2410.00017

Experience

Sonovance Oct 2024 – Current

Software Engineer Intern

Orlando, Fl

- Wrote high-quality, maintainable code to automate data extraction from 3D medical images using **Python**, **NumPy**, **Pandas**, and **OpenCV**, successfully generating a dataset of 200 human subjects.
- Developed a medical imaging software in C# and OpenGL using object oriented programming (OOP) principles, providing real-time 3D visualizations of CT scans for radiologists.

Brattain Research Group

Oct 2024 - Dec 2024

Undergraduate Researcher

Orlando, Fl

- Deployed an evolving MIT Lincoln Lab codebase on a **high-performance compute (HPC) cluster** to generate segmentation predictions with **deep learning models**, such as 3D UNET, on a **distributed system** at scale.
- Utilized the Segment Anything Model (SAM) to segment mouse videos, **automating** the identification and tracking of regions of interest for high-throughput biological analysis.

Davis Research Group

June 2024 - Dec 2024

Undergraduate Researcher

Orlando, Fl

- Trained a custom 1,000,000-parameter **graph neural network** on 3,000 NASA satellite images through **parallel programming** strategies across multiple GPU's.
- Utilized **PyTorch** to create **deep learning models** capable of predicting power outages throughout Florida; presented at the **52nd IEEE Photovoltaic Specialists Conference**.

AVT Simulation May 2023 – Feb 2024

Software Engineer Intern

Orlando, Fl

- Used C++ and **object oriented programming (OOP)** principles to design communication and navigation software for military aircraft simulators.
- Developed a scalable framework to host a network of simulators by applying multi-threaded programming principles to handle server-client interactions asynchronously.

Projects

DON 4.3 | *NASA*

Jan 2024 - Dec 2024

- Implemented a robust server-client architecture to develop a low latency trainer/trainee simulator, enabling real-time data exchange between participants.
- Utilized **event-driven systems** in Unreal Engine 5 to enable users to interact with and control multiple objects within the simulator, offering **real-time feedback** and customization of object paths and spatial relationships.

Custom NLP Transformer | Research Project

Jan 2024 - May 2024

- Implemented the scaled dot-product and multi-head attention mechanisms with Python, PyTorch, and NumPy to capture contextual relationships between input tokens.
- Integrated a **softmax function** to compute token probability distributions over a vocabulary, enabling the model to generate contextually appropriate predictions by selecting the most likely token at each step.