# Christian Lopez

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# EDUCATION

## University of Central Florida

Aug 2020 – Current

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

Orlando, Fl

B.S. Computer Science | Grad: Dec 2024

# TECHNICAL SKILLS

Languages: Python, C, C++, C#, Java, JavaScript, TypeScript, HTML, CSS, SQL (PostgreSQL)

Backend & Cloud: Golang, FastAPI, AWS (Lambda, S3, DynamoDB, API Gateway), Micro-Services, MongoDB

Infrastructure & Performance: Kubernetes, Docker, Linux, Multi-threading, Distributed Systems

#### EXPERIENCE

Reddit May 2025 – Aug 2025

 $Incoming\ Software\ Engineer\ Intern\ -\ SRE$ 

San Francisco, CA

Selected to join Reddit's Site Reliability Engineering team to contribute to large-scale distributed systems,
using Golang and Kubernetes to support infrastructure and performance at scale for 100M+ monthly users.

Sonovance Oct 2024 – April 2025

Software Engineer Intern

Orlando, Fl

- Developed an AI-powered ultrasound probe at a startup to enhance accessibility to ultrasound technology.
- $\bullet$  Leveraged C# and object-oriented programming (OOP) principles to develop medical imaging software.
- Utilized Python and OpenCV to extract features from 3D medical images, generating a 200 patient dataset.
- Used **Python** to train a **machine learning model**; predicts kidney location in real patients with **90% accuracy**.
- Collaborated with Stanford University as first author on an accepted abstract for the UITC Symposium.

## Davis Research Group

June 2024 – Dec 2024

Undergraduate Researcher

Orlando, Fl

- Developed a deep learning model capable of predicting power outages; presented at the 52nd IEEE PVSC.
- Used Python to develop a scalable backend pipeline for ingesting 500gbs of geospatial satellite images.
- Applied Python to create a distributed data pipeline for processing 15 years of energy grid data.
- Employed Python, NumPy, Pandas, and PyTorch to create a 1,000,000-parameter neural network.
- Utilized Linux, Vim, Slurm, and Bash to automate deployments of data-intensive workloads on an HPC cluster.

AVT Simulation May 2023 – Feb 2024

Software Engineer Intern

Orlando, Fl

- Applied C++ and object oriented programming (OOP) principles to design military simulator software.
- Led full **Software Development Lifecycle** from design and development to code reviews, testing, and deployment.
- Applied Model-View-Controller (MVC) design principles to structure Apache aircraft simulation software.
- Led customer-facing meetings with government clients on a \$100M contract to present and demo products.
- Communicated with a 15-person cross-functional team of developers to design military software.
- Utilized Git for version control while collaborating on mission-critical C++ simulator software.

#### **PROJECTS**

#### AI Agent Market Analytics | 2025 Hacklytics @ Georgia Tech

Feb 2025

- Created a FinTech site that uses AI to simulate sales interactions and generate market insights for new products
- Combined Next.JS, React.JS, Node.JS, and TypeScript to design a full-stack web application.
- Created 3 REST APIs with FastAPI which handle text and image input, hosted on AWS EC2.
- Integrated AWS Polly into API endpoints for speech synthesis, enabling text-to-audio conversion functionality.
- Implemented a CI/CD pipeline with Linux, Vim, and Bash scripting to automate deployments.
- Deployed a dynamic web application on AWS EC2, configured with Caddy for domain-based routing.

#### Habit Tracker | 2024 Shell-Hacks @ FAU

Oct 2024

- Used MongoDB, Express, React, and Node.js to create a Full-Stack habit tracker app.
- Leveraged HTML, CSS, and TailwindCSS to design a responsive and accessible user interface.
- Created a **flexible NoSQL** database schema in **MongoDB** to efficiently store and query user data.
- Deployed site using a Dockerized container on Heroku for seamless and efficient application delivery.
- Utilized Agile tools (Jira) to manage the project backlog and set sprint goals for a 4 person team.