Christian Lopez

(407) 280-2724 | christian.jairolopez@gmail.com | linkedin.com/in/christianjairolopez | portfolio.christianjlopez.com

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) Libraries: NumPy, Pandas, Matplotlib, PyTorch, Scikit-Learn, OpenCV, Flask, FastAPI, React.JS

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

- Developed an AI-powered ultrasound probe at a startup to enhance accessibility to ultrasound technology.
- 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 and Scikit-Learn to train a regression model; predicts kidney location 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.
- Employed Python, NumPy, Pandas, and PyTorch to create a 1,000,000-parameter neural network.
- Implemented parallel programming with PyTorch to efficiently train a model on 3,000 satellite images.
- Utilized Linux, Vim, Slurm, and Bash scripting to deploy deep learning models on a HPC cluster.
- Applied Python, Matplotlib, and Seaborn on 15 years of energy grid data to visualize nationwide outage trends.

AVT Simulation

May 2023 - Feb 2024

Software Engineer Intern

Orlando, Fl

- Applied C++ and object oriented programming (OOP) principles to design military simulator software.
- Combined C++, multi-threading, and async server-client communication to host a network of simulators.
- Used Git to create/manage feature branches, allowing collaborative development across a 15 person team.

PROJECTS

AI Agent Market Analytics | 2025 Hacklytics @ Georgia Tech

Feb 2025

- Combined React.JS, Node.JS, and TypeScript to design a full-stack web application.
- Leveraged HTML, CSS, and TailwindCSS to design a responsive and accessible user interface.
- 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.

DON 4.3 | *NASA*

Jan 2024 - Dec 2024

- Utilized C++ and multi-threading to create a low-latency network meant for NASA simulators and computers.
- Combined C++ with event-driven systems in Unreal Engine 5 to create an interactive environment.
- Created an XML parser with Python to handle object state saving and loading.
- Utilized Agile tools (Jira) to manage the project backlog and set sprint goals for a 4 person team.