

Lloyd Lobo

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Professional Summary

Full-stack developer specializing in systems programming, web development, and game development

Passionate about low-level programming, performance optimization, and delivering polished projects from concept to deployment

Skills

Languages: Python, Go, TypeScript, JavaScript, F#, C/C++, Rust, SQL

Graphics & Game Development: Raylib, OpenGL, Blender, 3D Modeling, Ray Tracing

Web Technologies: React, FastAPI, Web Components, HTML/CSS/JavaScript, HTTP Servers

Systems Programming: X11 Protocol, Memory Management, Compiler Construction

Projects

railsnake

Feb 2025 – May 2025

Flagship cross-platform Snake game built with Go and Raylib

- Developed cross-platform Snake game with 59+ iterative improvements demonstrating commitment to refinement
- Implemented real-time game loop, collision detection, scoring system, and smooth cross-platform graphics rendering

BFInterpreter

Feb 2025 – present

Complete Turing-complete Brainfuck language interpreter with REPL interface

- Built complete Turing-complete Brainfuck language interpreter with REPL interface and comprehensive testing suite
- Implemented all 8 Brainfuck operations with robust memory management and comprehensive error handling

depths

Apr 2025 – May 2025

3D space exploration game developed for Ludum Dare 57 game jam

- Developed complete 3D space exploration game for Ludum Dare 57 within 48-hour deadline constraints
- Implemented player controls, dynamic camera systems, and interactive 3D environments with efficient asset management

Experience

Noisy Gates Studios, Recording Studio Assistant

Aug 2019 – Nov 2019

4 months

- Audio engineering and content creation
- Recorded 50+ professional audio sessions...
- Created educational content increasing online audience by 35%...

Heat Master, Front-end Web Developer

Jan 2016 – Jan 2018

2 years 1 month

- Web development and digital marketing
- Revamped company website using WordPress...
- Led email marketing campaign with 5,000+ subscribers...

Heat Master, Product Design Engineer

July 2014 – Jan 2016

1 year 7 months

- Product design and engineering support
- Optimized product designs using AutoCAD and SolidWorks...
- Provided technical support for 100+ customers...

Education

Dipl SACAC, Audio Engineering & Music Production

New Delhi, IN

Sept 2018 – May 2019

- Professional audio engineering training
- Focused on digital audio workstations, live sound engineering, and music production techniques

BTech SRM University, Mechanical Engineering

Chennai, TN, IN

Sept 2010 – May 2014

- Engineering fundamentals with computer-aided design focus
- Core coursework in engineering mathematics, computer-aided design, and manufacturing processes