OSCAR LOPEZ

Athens, GA • (478) 290-7588 • OSCARLLOPEZ98@gmail.com • github.com/oscarllopez98

EDUCATION

THE UNIVERSITY OF GEORGIA

Athens, GA

• B.S. Computer Science, GPA: 3.3; HOPE Scholar (2016-2020), Code2040 Fellow (2018)

Dec 2020

• Related Coursework: Data Structures, Software Engineering, Computer Networks, Human-Computer Interaction, Web Development, Mobile Software Development, Computing Ethics, Intro to Communication

EXPERIENCE

MACY's (Canceled due to COVID-19)

Atlanta, GA

Software Engineer Intern

Summer 2020

RAMSEY CENTER, UNIVERSITY OF GEORGIA

Athens, GA

Facility Tech Program Assistant (Promoted)

Feb 2019 - Present

- Identified a process problem and built a program using Python and a pandas library to web scrape machine parts on vendor websites to successfully create a centralized location optimizing process by 75%.
- Co-led interview process by assessing needs for hard and soft skills with the Manager, interviewing 6 candidates, and delivering my recommendations to the Manager to successfully hire 4 out of 6 candidates.
- Manage 8 person facility technician team, review employee schedules, conduct technical training for 6 technicians, and report any issues to Coordinator of Facilities for resolution.

Facility Technician

Oct 2017 - Jan 2019

• Applied advanced solutions to fix machines by working with Facility Technician Program Assistant, identifying and asking management for additional training, and documenting solutions.

NASA HEADQUARTERS Washington, D.C.

Mission Support Web Development Intern

Jun 2017 - Aug 2017

- Collaborated with a team of 3 interns to gather requirements, propose, and develop a software solution to shorten the Office of the Chief Financial Officer's onboarding process using Confluence.
- Implemented 2 web pages by documenting user needs, organizing information, and testing for bugs.
- Presented software solution PowerPoint to leadership in the Office of the Chief Financial Officer.

SOFTWARE PROJECTS

<u>//Todo</u> Remote Work Website (School): Leading development of remote work solution and remote testing by applying Agile and human-computer interaction guidelines, principles, and theories, leveraging HTML, CSS, JavaScript, and Bootstrap, and implementing a prototype (in progress).

<u>TrophyTeam</u> Fitness Tracker Mobile App (Personal): Utilized Android Studio, Java, XML, and Google Firebase to design and program an Android app allowing users to track cardio workouts in a user-friendly way by creating and removing exercises.

Roommate Shopping List App (School): Utilized Android Studio, XML, and Google Firebase, to lead a two person team in designing and developing an Android mobile app allowing users to create or edit a shared shopping list in realtime.

E-Commerce Movie Website (School): Utilized Scrum methodologies, Java, and MySQL to lead a four-person team to develop a website capable of displaying movies in theaters, allowing admin privileges, storing user faux-payment information, and booking movie tickets.

SKILLS

Technical Skills: (proficient): Java, Python, CSS/HTML, XML, Object Oriented Programming, Bootstrap, jQuery, Unix, Google Firebase (familiar): C++, JavaScript, SQL, data analysis, requirements gathering, QA, REST, Agile Scrum

Software: Confluence, Jira, AutoCAD, Github, Slack, Eclipse, Microsoft Office, G-suite, Android Studio

Languages: Advanced Spanish, Intermediate French

ADDITIONAL INFORMATION

Volunteer Coding Tutor

Jul - Aug 2020

• Remotely determined a 9th grade student's knowledge level to develop learning plans, bring concepts to life using real-world examples, and monitor on a weekly basis to improve CS awareness from low to high.