Alexander J. Lopez

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SUMMARY

Software engineering student at the Milwaukee School of Engineering looking to grow my skills with hands on industry experience. My interests are software engineering, machine learning, web development, and robotics.

WORK EXPERIENCE

Skyward, Inc.   **July 2024 - Present**
Software Engineer Intern   *Stevens Point, WI*
- Worked on an agile team to develop, maintain, and modify components of a ASP.NET core MVC full stack application and a database migration tool in response to stakeholder feedback and requests.
- Reduced redundant database reads and writes to improve database migration times.

L & S Electric, Inc.   **May 2023 - Present**
Software Engineer Intern   *Rothschild, WI*
- Developed a desktop enterprise application using the .NET MAUI framework used by technicians and customers to commission power plant equipment.
- Worked with a team to do software verification ensuring reliability in mission critical environments.
- Implemented multithreading and complex data structures to improve connection times by 660%.
- Technologies Used: C#, .NET 8.0, .NET MAUI framework, HTML, JavaScript, Beckhoff TwinCat ADS

Self Employed   **June 2018 - 2021**
Software Consultant   *Schofield, WI*
- Worked as an independent contractor to build several virtual reality software applications.

EDUCATION

Milwaukee School of Engineering   **2022 – 2026**
BS Software Engineering, GPA: 3.5   *Milwaukee, WI*

Victoria University of Wellington   **Feb 2024 – June 2024**
Study abroad spring semester: BS Software Engineering, GPA: 4.0   *Wellington, New Zealand*

PERSONAL PROJECTS

Personal Website: https://alex-j-lopez.github.io
- Built a website to host information about my personal projects as I improve my skills.
- Technologies: HTML, CSS, and JavaScript

Dorm room door lock robot
- Developed an embedded system to open my door through a web interface or fingerprint authentication.
- Technologies: C, C++, HTML, CSS

PLY Sequence File format for Volumetric Video storage
- PLY Sequence is a new file format that holds point cloud videos for the purpose of volumetric video storage.
- Co-Developed programs to convert PLY files into PLYS files as well as read and render PLYS files in Unity.
- Technologies: C#, Java, Unity

TECHNICAL SKILLS

C#, Java, C, C++, R, Python, JavaScript, TypeScript, HTML, FXML, XAML, CSS, ReactJS, NodeJS, SQL, Postgre SQL, Microsoft SQL Server Manager, Docker, .NET, ASP.NET, .NET MAUI, JavaFX, AWS Lambdas / DynamoDB / SQS.

COMMUNITY SERVICE

Volunteered at a local YMCA to hold one to one and group information sessions where elderly individuals in the community could come and have personal technology questions answered.