Luis Fabian Martinez

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Education

May 2022	**BS in Computer Engineering**, *Florida International University*, GPA: 3.8, *Miami, FL*
May 2018	**AA**, *Miami-Dade College*, *Homestead, FL*

Experience

Jul 2022 — Present **Software Developer**, *Epic Systems*, Madison, WI

I currently work at the healthcare software company Epic Systems that supports major healthcare systems like Mayo Clinic, Johns Hopkins, Cleveland Clinic, and many more.
- Wrote critical software that impacted the lives of 75% of Americans and over 250 million patients worldwide
- Managed teams to develop features and fixes on a massive, time-sensitive scale
- Developed software that communicated with many different systems, introducing a world of concurrency and interoperation challenges
- Ensured security and patient privacy in order to comply with national and international regulation for patient health information
- Internally supported developers with Git and other tools, and coordinated customer relations

Aug 2021 — Apr 2022 **Software Engineer Contractor**, *Florida Power & Light*, Miami, FL

For my senior capstone project, I was contracted by FPL into a team of five engineers to design a collision detection system for their Miami fleet of bucket trucks.
- Designed the device, planning out the sensors, microcontroller, housing, and wiring in advance
- Programmed a custom algorithm that makes use of both simple proximity sensors, and an advanced AI-powered depth camera to detect oncoming collisions
- Collaborated with a diverse team of five engineers from several different disciplines

Aug 2019 — May 2020 **Embedded Systems Tutor**, *Florida State University*, Tallahassee, FL

I tutored in an FPGA course during my time at Florida State University.
- Worked alongside Teaching Assistants to guide students through FPGA development
- Programmed example projects in VHDL for students to analyze and learn from

Projects

Dec 2021 — Oct 2022 **Hackoween**, *HTML/CSS, Go — www.hackoween.dev*

Hackoween was a website I maintained that generated programming challenges unique to each user. It also calculated the correct answer to each challenge, so the users could verify their solutions.
- Using the Go programming language, created the backend and puzzle and solution generators
- Managed an SQLite database to store user data and authentication information
- Configured an Ubuntu GNU/Linux server to host the site over TLS/HTTPS

Skills

P. Languages	Go, C#, TypeScript, M, C, C++, JavaScript, Java, VHDL, GDScript, Python
Tools	Git, AWS, SQL, Godot Engine, Unreal Engine, FTK Imager, XRY
Other	Fullstack Development, Database Administration, Project Management, GNU/Linux Administration, Embedded Systems Development