

CURTIS LOOP

Software Product Builder | Cybersecurity-Focused Developer | Student Leader

San Bernardino, California

[Portfolio](#) | [GitHub](#) | [Credly](#) | [Accredible](#)

PROFESSIONAL SUMMARY

Software product builder and cybersecurity student with an Associate of Science in Information Technology - Computer Network Systems. Creates practical tools across Windows, Android, Wear OS, browser, game, and local AI workflows. Focuses on privacy-aware architecture, local-first systems, testing, release discipline, and technical documentation. Leads campus organizations through governance, event planning, shared-resource stewardship, and student collaboration.

INDEPENDENT PROJECT WORK

Software Product Builder | 2025 to present

- Develops cross-platform software across Windows, Android, Wear OS, browser extensions, games, and local AI systems.
- Uses repository security review, test automation, packaging, release checks, and privacy controls to move projects from prototypes toward dependable products.

TECHNICAL STRENGTHS

Languages

Python, Kotlin, Java, C#, JavaScript, HTML, CSS

Platforms

PySide6, Android SDK, Wear OS, Godot 4, Gradle, ADB, Git, GitHub, Chrome Manifest V3, Ollama, local LLM integration

Security and delivery

Local-first privacy design, SQLCipher, Windows DPAPI, test automation, CI workflows, Windows packaging, Android release workflows, technical documentation

SELECTED PROJECTS

Creator Studios / VEdit-AI | Private creative software platform

- Develops a Python and PySide application spanning dictation, Smart Cut editing, AI-assisted video creation, YouTube packaging, local memory, security settings, and crash diagnostics.
- Builds practical local-first creator workflows while preserving human review and controlled external actions.

Manuscript | Privacy-aware writing assistant

- Develops Windows and Android writing-assistance software with on-device inference, optional accessibility support, Android process-text integration, and privacy-focused public documentation.
- Applies guarded text replacement and local data protections to writing workflows.

BrickBlast | Public cross-platform arcade game

- Maintains a retro brick-breaking project spanning VB.NET, WinForms, WPF, Avalonia, HTML5, and Capacitor, with five tagged releases.
- Completed a full-history signing-key and secret cleanup before secure republication.

CITY//ZERO | Public game systems project

- Develops a Godot 4 and C# project with JSON-driven systems, automated test assets, and two GitHub workflows.

AI Brain | Private local-first workflow system

- Builds a private evidence, provenance, review, recovery, and approval-gated workflow environment for durable project operations.

EDUCATION

ITT Technical Institute | Associate of Science, Information Technology - Computer Network Systems, May 2009

- Honors Graduate
- Relevant coursework: network standards and protocols, Linux and Microsoft systems, WAN technology, database development, structured cabling, and network development capstone

San Bernardino Valley College | Cybersecurity studies since January 2025

- Completed 38 units across Fall 2025, Spring 2026, and Summer 2026 with a 4.0 term GPA in each term
- Relevant coursework: information systems security, computer network fundamentals, systems and network administration, database management, and programming
- Dean's List - Highest Honors, Spring 2026
- Dean's List - Highest Honors, Fall 2025
- SBVC Foundation scholarship recipient, 2024-2025 academic year
- CIT 160 recognition for Outstanding Academic Performance and Positive Attitude and Effort, June 2026

CREDENTIALS AND RECOGNITION

- Cisco Introduction to Cybersecurity, issued August 31, 2025
- Second Place, College Division, 2026 Inland Empire Mayors Cyber Cup, SynED

LEADERSHIP AND CAMPUS CONTRIBUTIONS

President, SBVC Cyber Security Club

- Coordinates meeting information and participates in Inter-Club Council communication.
- Authored a beginner-friendly Vibe Coding Games workshop deck connecting Visual Studio, Unity, .NET, and game-loop design.

President and Founder, SBVC eSports Club

- Initiated club registration and coordinated officers, a co-advisor, travel planning, meeting information, and Inter-Club Council work.
- Created constitution revision 1.2 and prepared equipment, league, sponsorship, budget, jersey, and travel-planning materials.

Treasurer, SBVC WiCyS Chapter

- Supports meeting coordination, shared-resource stewardship, and Inter-Club Council participation.

Cross-Club Operations

- Maintained nine dated combined-club sign-in workflows from February through May 2026.
- Created an 11-person RSAC 2026 trip cost plan as planning evidence, without claiming attendance.
- Developed a student-centered campus quad proposal covering shade, seating, charging access, accessibility, and student use.