LUCCAS AMORIM

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SUMMARY

Computer Science college Junior eager to apply strong problem-solving skills and passion for technology in a challenging software engineering role. Solid background in full-stack development, proficient in C++, JavaScript, TypeScript, Python, HTML, CSS, and PHP. Actively learning Rust and am experienced in using React, TypeScript, Flask, and Docker for building web applications.

EDUCATION

B.S., Computer Science, City College of New York, New York, NY: 2026

A.S., Computer Science, Borough of Manhattan Community College, New York, NY: 2023

SKILLS

- Programming Languages: TypeScript, JavaScript, C#, Rust, C++, Python, PHP, Golang
- Web Frontend: HTML, CSS, React, Vue, jQuery, Three.js, Tailwind CSS, Bootstrap
- Web Backend: Flask, Django, Laravel, Fast API, Docker, AWS (S3, Lambda)
- Databases: MongoDB, Redis, MySQL, SQL Server, SSIS Packaging, Oracle SQL Developer
- 3D Technologies: GLTF, USDZ
- Soft Skills: Problem-solving, teamwork, quick learning, technical troubleshooting
- Microsoft Word, Excel, PowerPoint; Google Sheets, Docs, Slides, Drive
- Languages: English, Portuguese, Basic Spanish

WORK EXPERIENCE

Software Engineer • **NeARabl** • Remote • September 2023 – Present

- Engineered and deployed a high-performance GLTF export queue system (TypeScript React), resulting in a 10x+ increase in efficiency through parallel processing.
- Designed and implemented an intuitive UI tree to facilitate component selection for GLTF exports within the queue system.
- Delivered a complete GLTF to USDZ conversion feature for iOS compatibility, leveraging Python Lambda-Flask, AWS Lambda, Docker, and TypeScript React.
- Optimized backend storage costs by implementing a delta file generation system in C# deployed on AWS for comparing and storing 3D model revisions in Amazon S3.
- Enhanced backend security by upgrading user authentication using C# deployed on AWS to current best practices.
- Currently developing a feature-rich 3D model visualization website with a dashboard (Three.js, TypeScript React), enabling users to: visualize schematics stored in Amazon S3, track progress, export specific components, and add collaborative annotations.

International Technical Support Agent • **Dish Network**• Remote • April 2022 - May 2023

- Delivered bilingual (Portuguese/English) technical support to international Dish Network customers, driving positive service experiences.
- Efficiently resolved satellite TV issues remotely, ensuring uninterrupted service for a global customer base.
- Guided customers through technical processes to achieve successful outcomes.
- Diagnosed and resolved PC/software issues for support agents, minimizing disruptions and maximizing productivity.
- Documented technical solutions to enhance knowledge base and streamline support workflows.

PROJECTS

- Gaming Community Website (TypeScript, React, Next.js, MySQL): Built a dynamic website to showcase a gaming group, with an application and admin system and a dashboard for 115 accepted members to track stats, achievements, and events: 2024.
- Email Manager Suite (Python, React, FastAPI): Designed an API, web app, and local client for streamlined email management and organization: 2024.
- Discord Server Bot (TypeScript, Puppeteer, MongoDB): Developed a Discord bot that web scrapes a gaming server to display real-time player activity and server status for 100+ users, with attendance tracking and a calendar view: 2025.
- GitHub - https://github.com/Almightyluccas