# Lucas Burns

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## Experience

**Full Stack Software Engineer** *Nov. 2017 - Present*
*EVRAZ North America, Portland, OR*

- Design and improve desktop, terminal, and web applications.
- Maintain legacy mill production applications for internal and external users.
- Collaborate with developers and customers to scope development projects.

Technologies: Angular, Java, Spring, C, SQL

**Industrial Math Intern** *Jan. 2016 - May 2016*
*PIC Math, Portland, OR*

- Analyzed hydroelectric optimization models used in dams across the Pacific Northwest.
- Created more accurate models using linear programming.

Technologies: Xpress-Mosel, Python, R

## Education

**B.S. Computer Science, Mathematics Minor** *May 2017*
*University of Portland, Portland, OR*

**Coursework:** Computer Networks, Artificial Intelligence, Computer Graphics, Analysis of Algorithms, Statistics & Probability, Linear Algebra

## Technical Skills

**Languages/Frameworks:** Java, C, SQL, JavaScript, Angular, Python, Django, C#, OpenGL

**Tools:** Unix, Shell, Git, Jenkins, Maven, Unity, Blender

## Projects and Accomplishments

**Process-Week Generator:** Planning utility to estimate mill order process-weeks.

- Built using Java and Swing, pulls order/process information from InformixDB.
- Calcaultes a best-fit process timeline for a given order to find its earliest possible ship date.
- Used daily by a team of Production Planners to predict material processing demand.

**ready-bot:** A ready-check bot for Discord servers.

- Built using JavaScript and the DiscordJS framework.
- Deployed on Heroku with automatic builds from GitHub and CI testing through Travis CI.
- Used on 70+ unique Discord channels.

**Rolling Plan Interface:** Simultaneous multi-user mill scheduling tool.

- Built using ag-Grid and Angular querying a Spring/Informix back end.
- Allows multiple users to view live data but only one user to modify at a time.
- Dynamically generates time/duration segments for mill inactivity timing.

**Miscellaneous:**

- Eagle Scout, BSA.
- Proficient in 8 instruments and 3 spoken languages.
- Able to solve a 3x3 puzzle cube, best solve time 57 seconds.