lucas@burns.io **Lucas Burns** 253.279.3332

Education

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

Coursework: Computer Networks, Artificial Intelligence, Computer Graphics, Analysis of Algorithms, Linear Algebra

Technical Skills

Languages: Java, C, C++, C#, Python, Django, HTML, CSS, JavaScript, OpenGL

Tools: Git, Bash, Unix, Emacs, Visual Studio, Unity, Blender, Bootstrap

Projects and Accomplishments

UP Ride Finder: Web-based system for coordinating long distance ride sharing.

- Presented in-progress and final product to a large group of peers, professors, and community members over the course of development.
- Built using Python and Django for back-end, and HTML, CSS, and Javascript for front-end.
- Pulls from Google Places API to resolve ZIP codes into city names and maps.
- Version control done through GitLab.

Merge: A 2D game where the player tries to collide two characters with one set of inputs.

- Built using the Unity engine and coded in C#.
- Voted best 2D game for Game Design class.

Traceroute: Standalone implementation of the common traceroute utility.

- Built using Python3 for use on Unix-based systems.

Miscellaneous:

- Eagle Scout, earned June 2013.
- Proficient in 8 instruments and 3 spoken languages.
- Able to solve a Rubix cube, best solve time 57 seconds.

Experience

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

- Analyze hydroelectric optimization models used in the Pacific Northwest.
- Create more accurate optimization models using linear programming in Xpress-Mosel.

Lifeguard/Swim Instructor May 2014 - Aug. 2016
Beckonridge Pool, University Place, WA

- Monitor several recreational pools for the duration of swim lessons and open swim.
- Teach basic swimming skills to students Pre-K through grade 7.
- Assist pool members and guests with pool facilities.