Lucas Michellys

Vista, California 92084 • Lucas.michellys@gmail.com •(760)-500-3815

EDUCATION

UNIVERSITY OF CALIFORNIA, SANTA CRUZ   **Santa Cruz, CA**
Bachelor of Science, Computer Engineering   **SEPT 2020-Jun 2024**
Relevant Coursework: Data Structures and Algorithms (C and C++), Principles of Computer Systems Design, Introduction to Software Engineering, Accelerated Software Design Project, Computer Networks, Embedded System Design, Computer Architecture, Probability and Statistics for Engineers, Electronic Circuits, Computer Systems and Assembly Language, Programming Abstractions: Python, Discrete Mathematics, Vector Calculus, Linear Algebra

PROJECTS

UCSC ACADEMIC PLANNER(Laravel/PHP, Javascript, Mysql, Tailwind CSS)   **Oct-Dec 2023**
- Led the project from planning to execution, ensuring strict alignment with organizational goals and timelines, which resulted in the on-time delivery of critical milestones and enhanced team productivity.
- Coordinated with an outsourced team to complete essential features of a pending project using Laravel/PHP; accelerated project timeline by 35% and improved overall code quality by 15%.
- Engineered a PHP-based API to dynamically pull academic course details from a local database, enhancing data accessibility and reducing information retrieval time by 40%, improving user experience for 500+ students.

CANVAS TO CALENDAR (Javascript, HTML/CSS)   **Jun 2023**
- Spearheaded the architectural design and development of the front end for a Chrome extension, showcasing proficiency in UI/UX principles.
- Facilitated the end-to-end development lifecycle, demonstrating expertise in HTML, CSS, and JavaScript to bring the conceptualized designs to life.
- Implemented scrum practices to build/deploy fully functioning and working product within a 10 week period.

MULTI-THREADED HTTP SERVER: (C)   **Mar 2023**
- Designed and implemented an efficient HTTP server with a thread-safe queue, facilitating concurrent client interactions and boosting server capacity by 50% during high-demand scenarios.
- Responses structured in a coherent and atomic sequence, aligning with the order of the client's requests.

EXPERIENCE

CMPM 80k GROUP TUTOR/READER | UCSC Baskin School of Engineering   **Sept 2023 - Jan 2024**
- Conducted weekly sessions for a cohort of 20 students, offering in-depth project debugging and assignment guidance, leading to a 20% improvement in project quality and a 10% increase in student satisfaction scores.
- Assessed and graded weekly assignments and projects for 50+ students, contributing to an increase in overall class performance and academic retention.
- Facilitated specialized biweekly workshops for 20+ students on game engine usage, narrative crafting, and concept refinement, resulting in a 12% increase in student project quality and engagement.

UCSC VALORANT TEAM CAPTAIN: **Sept 2022 - Jun 2024**
- Active esports team captain in Slug Gaming, UCSC's esports club.
- Led a squad of 5 collegiate esports athletes, streamlining practice methods and evaluating opponent techniques, enhancing team cohesion and earning top 3 standings in numerous significant tournaments.

SKILLS

PROGRAMMING LANGUAGES: PYTHON, C, C++, JAVASCRIPT, HTML/CSS,PHP, RUST, REACT, MIPS ASSEMBLY
TOOLS: GIT, UNIX, DOCKER, MYSQL, LARAVEL, TAILWIND CSS, VISUAL STUDIO/ VISUAL STUDIO CODE
LANGUAGES: ENGLISH - NATIVE/BILINGUAL, FRENCH - NATIVE/BILINGUAL