Lucas McClean

Lucas@LucasMcClean.com | GitHub: LucasMcClean | LinkedIn: LucasMcClean | LucasMcClean.com

EDUCATION

Bachelor of Science in Computer Science   May 2028 | Orlando, FL
University of Central Florida [GPA: 4.0]
Burnett Honors College | College of Engineering and Computer Science

PROJECTS

Terminal Task   May 2024 – Jun 2024
Command-line App | Go, Cobra
- Ensured cross OS and cross terminal compatibility by utilizing the Go library to conditionally modify behavior.
- Designed API layer with 4 low-level buffer and FS interactions markedly increasing modularity in core binary.
- Developed a system for interactive task elements with live, same location feedback by rendering before paint.
- Synchronized order and associated data of rendered and in-memory task lists to enable instant reactivity.
- Stored and retrieved separate task lists and configuration from the user's device utilizing file system API.

Doomsday Catastrophe   Nov 2023 – Nov 2023
Multi-platform Game | Godot, GDScript
- Managed a 5 person team to design and engineer a complete game meeting contest specifications in 1 week.
- Utilized object-oriented design to ensure maintainability and real-time collaboration over 10 distinct objects.
- Designed and developed a random map generation system to generate 15 rooms every 3 levels in under 1 sec.
- Created state management and save system for cross-session state using JSON saved to the file system.

Quick Note   Mar 2024 – Apr 2024
Web-based CRUD App | Svelte, PostgreSQL, Docker
- Developed a robust API layer for storage, retrieval, and modification of notes stored in a PostgreSQL database.
- Utilized the Svelte component system for reusability and maintainability ensuring consitent site styling.
- Managed local state synchronization with backend by ensuring successful API calls before rendering changes.

Crown & Anchor   Feb 2024 – Mar 2024
Web-based Game | JavaScript, HTML, CSS
- Created multi-page web app which maintained both game and site data across reload and page change.
- Maintained data across sessions by using the local storage JavaScript API integrated into the browser.
- Built for maintainability by utilizing modular design to ensure consistent behavior of similar components.

TECHNICAL SKILLS

Programming Languages: Go, JavaScript, HTML, CSS, TypeScript, Lua, SQL, C, Bash

Developer Tools: Git, Linux, GitHub, NeoVim, VSCode, Docker, Terminal, Windows

Frameworks & Databases: Templ, Svelte, PostgreSQL, Godot Game Engine

PROFESSIONAL EXPERIENCE

Sound & Lighting Technician   Jan 2022 – Jun 2023 | Tampa, FL
South Tampa Fellowship
- Led a team of 3 in preparing and delivering sound, lighting, and slides for an audience of over 40 members.
- Created and delivered 5-6 multi-stage lighting scenes every week including pre-produced and live design.
- Reorganized, rewired, and staged new lighting and sound equipment to enhance stage appeal.

CAMPUS INVOLVEMENT

KnightHacks   Aug 2024 – present | UCF
Member
- Leading a team of five in developing a game for Knight Hack's semester-long Project Launch program.
- Managing weekly meetings, ensuring that team goals stay aligned and that we address any obstacles.