Lucas Parzych

Software **Developer**

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PROFILE

I'm a passionate and adaptable full stack software developer with committed engineering discipline. My aim is to develop scalable web applications that push the edge of the platform. I'm proficient in a variety of programming languages and DBMS's. I have worked with both Linux and windows server stacks.

EDUCATION

B.S. Computer Science / May - 2016
SUNY Polytechnic, Utica NY, 13502
GPA: 3.59

Related Courses

- Data Structures
- Algorithms
- Systems Theory
- UNIX System Administration

SKILLS

Technical Skills

- **Design Patterns/ Paradigms:** OOP, Functional Programming, MVC, REST
- **Tools/ Frameworks:** Linux, Node JS, Polymer/ Web Components, Git
- **Programming Languages:** Javascript, Ruby, Python, C, C++, Java, Lisp, Perl

Practical Skills

- **Design Theory:** Adaptive/Responsive Design, Material Design
- **Tooling:** Chrome Developer Tools, shell scripting
- **Soft Skills:** Communication, Teamwork, Problem Solving, Creativity, Grit

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EXPERIENCE

(JR) Programmer and Data Analyst / 2015 - Present
AmeriCU Credit Union, Rome NY, 13440

- I've successfully developed and deployed web applications used by business executives to keep organized and stay on the same page.
- I improved efficiency and aided in disaster recovery by leading an initiative to integrate version control (Git) into our corporate work flow.
- I develop in-house reporting to drive business needs.
- I'm integrally involved in an on-going data warehousing initiative meant to power new, in-house, business applications.

Open Source
https://github.com/L-u-k-e

- **Video-Player (2016):** A professional, free, video component that can be used as a drop-in replacement for the HTML5 video element. It is inspired by Material Design and has all of the native controls, plus zoom and pan.
- **Turing Machine Simulator (2015):** An assembler and simulator for a computer architecture whose sole purpose is to simulate a classical Turing Machine. Written in Python.
- **Terrain Generator (2015):** Perlin-Noise based terrain generation built in C++ using Open GL.