LUCAS DICKERSON

Student Software Engineer

313 Ruffin Dr, Sardis, MS   (601) 770-3753   lucdickerson@gmail.com

OBJECTIVE

Computer Programmer in training who has been recognized regularly for their achievements in project management, team-building and leadership, volunteer work and peer mentoring.

EDUCATION —

Base Camp Coding Academy: Graduate Institute

Computer Programming – technical training
VOLUNTEER: Mentoring and Tutoring Leadership Team
LEADERSHIP: Management Leadership Team, Project Manager for Unit Projects

KEY SKILLS —

Object-Oriented Programming
Java
C++
C
Communication
Teamwork
Eagerness to Learn
Self-Motivated

Leadership roles included project management, communication and networking, time management, project construction and distribution
Leadership roles included team leadership, taking proper criticism, designing and presenting lectures

PROGRAMMING EXPERIENCE

Java – *Proficiency*
C – *Intermediate*
C++ – *Intermediate*
Python – *Proficiency*
HTML/CSS – *Intermediate*

Familiarity with Project Management and team-building skills

PROJECTS

Shopping-List Generator

Python program that generates a shopping list based on a predetermined list of recipes. Focus was on scalability and user-accessibility. Group Project at Base Camp Coding Academy: Graduate Institute

Game Maker
beginner games using GML – utilizes object-oriented programming, GUIs, APIs, and emphasizes efficiency in programming

Adventure Exploration Game
First project using Python utilizing OOP and nesting. Focus was learning how to work as a team with variation in programming expertise in a group. Group Project at Base Camp Coding Academy: Graduate Institute

LEADERSHIP

Pine Seeds LGBTQ+ Magazine

Project centered around bringing the concepts of zines to Oxford, MS. Features poetry and collaborations from the LGBTQ+ community of Oxford.

Base Camp Mentoring Leadership Team
A leadership team focused on peer mentoring and scheduling lectures, practice programs, and working as a group to ensure proper mentoring of our peers