

Lucas Da Silva

Software Engineer

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<https://lucas-dasilva.github.io/>

EDUCATION

Washington State University, Pullman, WA- *Ongoing*

August 2018 - May 2021 (Expected)

- Certified for BS in Computer Science

Seattle Central College, Seattle, WA- *Running Start*

January 2016 - June 2018

- General education before transferring to WSU

EXPERIENCE

Seaside Station, Bainbridge Island, WA- *Sales Associate*

July 2017 - June 2018

- Clearly and effectively communicate with customers to help find what they need
- Clean and organize store
- Cashier

Helpline House, Bainbridge Island, WA - *Volunteer*

March 2016 - August 2016

- Move heavy packages in Warehouse with a group of volunteers
- Work as a team to finish jobs in adequate times

PROJECTS (<https://github.com/Lucas-Dasilva>)

Personal Website (Made with jQuery, CSS and HTML)

- <https://lucas-dasilva.github.io/>

Drum Beat Game (Made with Unity 3D, using C#)

- Personal project I made in which I can connect my electric drum kit to
- Used to learn songs without the need of looking at drum sheet music

Audio Beat Visualizer(Unreal Engine 4, Using Blueprints/C++)

- 3D Audio visualizer using Spectrum analyzer to detect beats

SKILLS

- Self-management
- Communication
- Problem Solving
- Team Work

CS Languages & Libraries

- C++
- C#
- HTML
- CSS
- jQuery
- Javascript
- UE Blueprints

LANGUAGES

- English (Native)
- Portuguese (L1)
- Spanish (L2)

