
Lucas Da Silva

Software Engineer

2024 Ne Terre View Dr, Apt 352

Pullman, WA 99163

(206) 887-8116

lucasmfdasilva@gmail.com

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

OBJECTIVE

To obtain a software engineering internship for summer 2020

EDUCATION

Washington State University, Pullman, WA- *Ongoing*

August 2018 - May 2021 (Expected)

- Certified for Bachelor of Science in Computer Science

Seattle Central Community COLlege, Seattle, WA- *Running Start*

January 2016 - June 2018

- General education before transferring to WSU

Projects

Personal Website (Made with JavaScript, 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 play my songs without the need of looking at drum sheet music

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

- 3D Audio visualizer using Spectrum analyzer to detect beats

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 - *Helper*

March 2016 - August 2016

- Move heavy packages with a group of other volunteers around the warehouse
- Work as a team to finish jobs in adequate times

Aenean ac interdum nisi.