

Lucas Rocchetti

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Education

University of Toronto

Expected: June 2026

Honours Bachelors of Arts & Science Computer Science, Information Technology, Game Studies

Coursework: Data Structures, Algorithms, Object-Oriented Programming, Operating Systems, Machine Learning, Data Analytics, Artificial Intelligence

Technical Skills

Languages/Markup: Python, Java, C++, C#, PHP, HTML5, CSS3, JavaScript, TypeScript, SQL, Swift, R, LaTeX, React

Frameworks/Tools: Node.js, React, pandas, NumPy, scikit-learn, PyTorch, Docker, Git/GitHub, PowerShell, Bash

Cloud/OS: AWS, Azure, Google Cloud • Linux/Unix, macOS, Windows

Soft Skills: Communication, Collaboration, Problem-Solving, Time-Management, Attention to Detail, Fast Learning

Projects

Hallway Duty | Unity, C#, Maya

October – December 2024

- First-person janitor simulator with interaction system (pickup/clean), task states, clear HUD prompts.
- Modular C# scripts; optimized scene assets for smooth, consistent frame times.

AI-Assisted Academic Schedule Planner (Discord Bot) | Python, GPT 4o-mini

September 2025

- Developed a Python-based Discord bot that generates personalized academic schedules based on user-defined constraints, including course load, availability, and workload prioritization.
- Designed a rule-based scheduling engine to handle time blocks, conflict detection, and constraint validation before AI refinement.
- Integrated OpenAI's GPT-4o mini API to interpret user preferences, optimize time allocation, and generate clear explanations of scheduling decisions.

Personal Portfolio Website | HTML, CSS, JavaScript

December 2025 - Present

- Semantic HTML + custom CSS (no frameworks) with JS for smooth-scroll, scroll-spy, responsive nav.
- Deployed on GitHub Pages; lightweight, accessible, sticky/blur header, icon hovers.

Experience

Gartner Inc.

December 2024

IT Infrastructure Assistant

- Assisted with deployment/configuration of wireless APs across conference floors: SSIDs, VLAN tagging, PoE switch provisioning, controller-based onboarding.
- Performed RF checks and walk tests to validate coverage/interference; escalated issues with annotated floor plans.
- Updated asset inventory and patch records in tracking system; supported device imaging and peripheral rollouts.

Google Developer Student Club (GDSC) UTM

September 2025 – Present

Software Development Member

- Collaborated with peers on software projects and technical workshops focused on web development, data structures, and applied programming concepts.
- Participated in coding sessions, technical talks, and hackathon-style problem solving using modern development tools and frameworks.
- Practiced Git-based workflows, including branching, pull requests, and peer code reviews in a team setting.

Awards & Certifications

• Dean's List University of Toronto - CGPA 3.78/4.0

December 2024

• Harvard CS50: Introduction to Computer Science

August 2023

• Microsoft Developer Certificate

June 2023

• UofT Entrance Scholarship - High Distinction - 3.9/4.0

September 2021

• Computer Science Award - Dufferin Peel District School Board

June 2021