

Lucas

Dachman

Software
Developer

Boulder, CO 80303
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Links

Github:

github.com/LucasDachman

Linkedin:

linkedin.com/in/lucasdachman

Portfolio:

lucasdachman.github.io

Skills & Knowledge

Front-End Engineering
Mobile Applications
Physical Computing
UI Prototyping
Continuous Deployment
Agile Scrum
Linux
Typography
3D Modeling & Printing

Tools

React.js
Git
CLIs
Linux
Docker
GitLab
Mac
Illustrator
Adobe XD
Photoshop
Arduino
VS Code

Languages

Javascript
HTML
CSS
Python
C++
Swift
Java
Bash

Education

University of Colorado, Boulder

College of Engineering & Applied Science

Major: Technology Art & Media **Minor:** Computer Science

Fall 2016 - Fall 2019 (Anticipated)

Projects & Experience

Polycom — *Software Development Intern* (March—August 2018)

- Used sprint based **Agile** Scrum Methodologies
- Implemented **data visualization** for range of KeenIO API responses
- Improved query building **UI**
- Used **React.js** Library
- Helped maintain email alert system using **python**

Foot Step Sequencer — *Interactive Music Floor* (Fall 2017)

- Used **C++** and **Javascript** to create an audio file sequencer application
- Built step **sensors** with felt and copper tape. Learned basic **soldering** and **circuitry**
- Used an **Arduino** to send MIDI and scan sensors

Let's Go — *Android App* (Spring 2017)

An Android app created to help CU students find events on campus.

- Used **Java**, XML and Android Studio to create a GUI
- Used **Git** and Github to collaborate
- Developed in a **Linux** environment (Ubuntu)