

Lucas Dachman - Software Developer

Info

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Links

- [Download this as a pdf](#)
- Github: <https://github.com/LucasDachman>
- Linkedin: <https://linkedin.com/in/lucasdachman>

Mission

To learn and improve skills in creative software development by working with experienced developers

University of Colorado Boulder: College of Engineering & Applied Science

Bachelor of Science in Technology Art and Media

- "A program designed to teach students **creative thinking**, **technical skills**, and **visual communication** within creative studio-based environments."
- Coursework in Design Preactices, Graphic Design, 3D Modeling, Web Design, Mobile Apps, Physical Computing

Minor in Computer Science

- Knowledge of Data Structures, Computer Systems, Operating Systems, Software Development Methods/Tools, and Creative Computing

Software Development Skills and Tools

General

- Git, CLI, C/++, Virtual Machines, Linux, Agile Scrum

Web

- Javascript, HTML, CSS, React.js, Layout and Design, Continuous Deployment

IOS and Android

- Java, XML, Swift, Emulators

Experience and Projects

Polycom - Software Engineer Intern (March 2018 - August 2018)

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

Foot Step Sequencer — Interactive Music Floor (Fall 2017)

- [Web App](#), [Desktop App](#), [Video](#)
- Used **C++** and **Javascript** to create an audio sequencer application
- Built foot step **sensors** with felt and copper tape
- Learned basic soldering and **circuitry**
- Used an **Arduino** to send MIDI and scan sensors