Lucas Dachman - Software Developer

Info

- Boulder, Colorado

- lucas.dachman@gmail.com

- 832-449-0712

Links

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

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)

- Github Link

- 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