

Lucas Dachman

A student and software developer who absorbs knowledge and is eager to learn.

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Education

University of Colorado, Boulder, College of Engineering & Applied Science *(Fall 2019)*

Major: Technology, Arts, Media

Minor: Computer Science

Focus: Creative Technologies

Relevant Curriculum: Data Structures, Computer Systems, Operating Systems, Web Development, Mobile Apps, Big Data Architecture, Physical Computing, Visual Design

Skills & Tools

Languages: JavaScript, Swift, Java, C++, Python

General: Git, CLIs, Linux, MVC, Concurrency, Docker, VS Code, Vim, Agile

Web: Semantic HTML5, Responsive CSS / SASS, JavaScript (ES6), React.JS, Node.JS, Bootstrap, Gulp, Browserify, Babel, REST

Misc: iOS, Android, Apache Storm, Arduino, Rapid Prototyping

Experience & Projects

Software Engineer Intern: Polycom *(March–August 2018)*

Responsible for building data visualization UI/UX with React.JS, Bootstrap, and Keen.io. Used Git and Docker for continuous integration. Maintained email alert system with Python.

Wearable MIDI Controller *(Fall 2018)*

Programmed an Arduino (C++) to communicate with any MIDI compatible music software. Installed ultrasonic sensors and 3D printed an enclosure for the device.

Foot Step Sequencer: An Interactive Music Floor *(Fall 2017)*

Programmed an Arduino (C++) to detect participant's positions on a floor. These positions were translated to MIDI and sent to a web app (React.JS) that generated drum beats.

Circuit Helper Mobile Apps *(Fall 2018)*

Used Swift and Java to build iOS and Android apps for computing common circuit calculations and determining resistor code values.