Lucas Dachman

A student and software developer who absorbs knowlege 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, GatsbyJS, 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 ciruit calculations and determining resistor code values.