

Lucas Dachman

Problem Solver | Maker | Active Learner

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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, Containers, VS Code, Vim

Web: HTML5, Responsive CSS, JavaScript (ES6), React.JS, Node.JS, Socket.io, GatsbyJS, Bootstrap, Gulp, Browserify, Babel, REST, Serverless

Misc: Agile, iOS, Android, AWS, GCP, Arduino, Rapid Prototyping, 3D Printing

Experience

Full Stack Software Engineer: Dialed.ai *(May 2019 - present)*

Acted as lead software engineer at an early stage startup. Responsible for building an MVP based on basic mockups. Used **ReactJS** and **Redux** to build UI. Used **NodeJS**, **AWS**, and **Serverless** to build backend with **REST API**. Integrated 3rd party apps such as GMail and Slack. Collaborated on core **design** decisions.

Teaching Assistant: Computational Foundations *(Fall 2019)*

Lead two lab sessions once a week. Taught students basic programming concepts and worked with students in office hours.

Continuum: A Collaborative Music Machine *(Fall 2019)*

Created a realtime music game with **ReactJS**, **NodeJS**, **WebSockets** and **Google Cloud Platform**.

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

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