

LUCAS MELDRUM

Lucasmeldrum04@gmail.com • 438-396-3506

LinkedIn: <https://www.linkedin.com/in/lucasmeldrum/>

Github: <https://github.com/LucasMeldrum>

SUMMARY OF SKILLS AND QUALIFICATIONS

Operating Systems Windows 10 & 11 • macOS • Android 12 • Linux

Applications | Word/Excel/PPT • Eclipse • Photoshop/PremierePro/Audition

Programming | CSS • JavaScript • Python • Html • Java • C++

Platforms | LiveCode • Java Platforms • VS • Eclipse • Flutter

Methodologies | Project Management • Team Management • Problem Solving

Other | Visual Studio • GitHub • 3D Modelling • YouTube

Languages | French | Spoken & Written • English | Spoken & Written • Italian | Spoken & Written

Licenses & Certifications | Valid Driving Permit

EDUCATION

Bachelor of Comp Sci – Joint Major – Computation Arts and Comp Sci [COOP]

2026(Expected)

Concordia University, Montreal, QC

- **GPA: 3.3**
- Member of the Institute for Co-operative Education
- Relevant Courses: Object Oriented Programming I & II • Advanced C++ • Hardware • Operating Systems

DEC in Pure and Applied Science

2020 - 2022

Marianopolis College, Westmount, QC

PROJECTS

Represented Concordia and McGill against Québec

2025

Montreal, QC

- Worked with lawyers to defend education rights
- Sole student representing both schools
- Met/worked with the president of Concordia

Website Design (Personal)

2023

Montreal, QC

- Website design for nail salon and restaurant
- Includes HTML, CSS and JavaScript programming
- GitHub to work with a partner

Core Competencies: Problem assessment, working in a team, time management.

App (Personal)

2024

Montreal, QC

- Coded using Flutter (Java based)
- Android emulator + Database

- APIs for location, maps

Github Coding Projects + Assignments (link above)

2023-2024

Montreal, QC

- POS systems in Java using object-oriented programming techniques
- Library class to sort through books in Java
- Reading/Writing to/from text in Java

Ubisoft GameLabs

2025

Montreal QC

- Coding in Unity in a Team of 8 to produce a final product throughout the semester
- Working on game design, 3D modeling, code, writing, scripting, sound, etc.
- Final competition with 22k in prizes and 10 guaranteed internships.

WORK EXPERIENCE

Matrox Software Quality Assurance

2024-2025

Internship + Part-time work

- Worked with many departments to debug products, code, and fix issues
- Created 2 advanced apps using Python to automate long tasks
- Extensive network, hardware, OS and server (Linux) understanding and application

2nd Internship + Part-time work (on multiple teams)

- Developed an API server and GUI to automate a big part of SQA and PreQA
- Worked with both the software team and the QA team to produce an adept product.
- C#, .NET, Bitbucket, Git.

Software Designer at Matrox

2025-current

- Worked on the Jenkins pipeline for automation tests in PreQA
- Developed and fixed code for Jira issues and modified code to produce Matrox products
- C#, Jenkins, Bitbucket, Kanban, Agile framework, Jira.

Game Design and Testing

2022-2025

Gromotion, Montreal, Quebec

- Play tested video games/Gave feedback, insight, and constructive criticism/Teamwork/Deadlines/Goals

NetEase, Montreal, Quebec

- Play tested video games/Gave feedback, insight, and constructive criticism/Teamwork/Deadlines/Goals

Extra Work

Dollarama, Montreal, Sommerled

2022-2023

- Worked with customers/Teamwork/Schedule and routine building/Client Assistance

Super C, Montreal, Saint-Jacques

2021-2022

- Worked with customers/Teamwork/Schedule and routine building/Client Assistance