


LUKAS OTTENHOF

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 Calgary, AB

EDUCATION

UNIVERSITY OF ALBERTA

GPA 3.6

2021 - Present

Bachelor of Science in Computing
Science and Math

SKILLS

- Problem-Solving
- Software Development
- Fast learner
- Team work and communication
- Leadership

PROJECTS

- Android HR Application
 - Managed a team of students to create an application for employees in the field to access documents and timesheets offline.
- Event Management Database
 - Created a SQL database to manage different types of events.
- Mobile Game
 - Created a 2d animated vertical platforming game.
- Created AI Email Spam Detection
 - Implemented using naive bayes text classification.
- Website for Okotoks Artist
 - Built a website to showcase artwork, artistic ability, and promote the sale of artwork

WORK EXPERIENCE

STUDENT DEVELOPER - WOLSEY TECH

- Led a team of students to build an Android application to be used by the employees of various oil companies while working in the field.
- Demonstrated a high level of understanding of software development practices and programming in Java.
- Used agile methods of programming along with good team communication, and communication with customers.
- Demonstrated understanding of not only technical aspects of software development but also understanding of the business side and team leadership.

LAB ASSISTANT, STUDENT MARKER, AND TA - UNIVERSITY OF ALBERTA

September 2023 -present

- Assisted professors in multiple junior and senior level classes to effectively and efficiently deliver course content
- Demonstrating a high level of understanding of computer science and math content to aid students in their own academic success and learning.
- Answered questions and offered assistance to students in a patient and understanding manner to promote student comfort, confidence, and learning progress.
- Responsible for the evaluation of student progress and achievement and the creation of relevant assessment techniques such as midterm, final, and assignment questions.

TUTOR - UNIVERSITY OF ALBERTA

September 2023- Present

- Assisted Computer Science and Math students succeed in challenging computational classes by guiding, supporting, and providing additional instruction.
- Supported other tutors and gave presentations to tutors regarding how to start, end, and guide students through effective tutoring sessions.
- Demonstrated the ability to effectively communicate complex topics in a way that is easy to comprehend.

SOFTWARE ENGINEERING, ROBOTICS, AND VIDEO GAME DESIGN INSTRUCTOR- MOUNT ROYAL UNIVERSITY

June 2024- August 2024

- Designed and delivered courses in software engineering, robotics, and video game design. Responsibilities included creating an engaging curriculum, facilitating classroom discussions, providing hands-on instruction, and mentoring students to foster their technical skills and creativity in these dynamic fields.
- Created an engaging environment for students to promote learning, creativity, and inclusivity.