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Lukas Cunningham
[Personal Website](#)

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Education

Colorado School of Mines

Master of Science in Computer Science

December 2023

GPA: 4.0/4.0

Awards and Involvement: Association for Computing Machinery, Treasurer of Chess Club, Mountain Biking Club

Relevant Coursework: Algorithms and Data Structures, Machine Learning, Operating Systems, Architecture, Cyber Security

Foothill College

Department of Computer Science

July 2022

GPA: 4.0/4.0

Relevant Coursework: Algorithms, Object-Oriented Programming, Software Engineering, Data Science

Southern Methodist University

Bachelor of Business Administration in Finance, Minor in Mathematics

Professional Experience

HP Inc: Software Developer Intern

May 2023 – August 2023

- Coordinated the revamp of 43 micro front-end repositories, shifting from Git flow to a CI/CD model
- Utilized JavaScript, TypeScript, and Python to streamline and cut pipeline durations by 36%
- Administered daily commits, reviews, and merges, standardizing repositories for trunk-based development
- Developed Python scripts to optimize dependencies, resulting in a savings of 70 developer hours per month
- Conducted presentations to executives and led standups with architects and product managers

Datava: Software Engineer

October 2022 – May 2023

- Designed and integrated web applications into existing customer relationship management software
- Collaborated with an interdisciplinary team to innovate, implement new features, and resolve defects
- Conducted thorough testing of my features, ensuring functionality and performance before each release
- Decomposed epics into actionable features and user stories for our scrum team

A Place in the Sun: Portfolio Manager

April 2020 – July 2022

- Marketed, supervised, and managed the financing of a 16 single-family property portfolio in Phoenix
- Performed comparative analyses and orchestrated refinances to maximize rent revenue and optimize capital allocation
- Implemented software to streamline applications, rental payments, prospective tenant screenings, and maintenance

U.S. Peace Corps: Mathematics Education Volunteer

July 2019 – March 2020

- Lesson planned and taught mathematics and English to over 200 high school students in French
- Led an economic initiative alongside local government officials and business owners to repurpose plastic into goods
- Formed and led a girls' soccer team, worked alongside community officials for field access and equipment

Projects

Chess with AI

- Created a graphical interface with menus and sounds using Game Maker Studio, offering multiplayer and AI modes
- Programmed a minimax AI with various difficulty levels, enhancing the challenge and engagement for players
- Managed development through agile sprints and hosted the app on a personal website, ensuring optimal performance

Food Delivery App

- Utilized Flutter and Firebase to create an app like UberEATS, with features for ordering, payment, and tracking
- Leveraged Firebase tools to monitor app performance, track user engagement, and handle crash reporting
- Used Cloud Firestore to structure and query data, ensuring scalability and synchronization across devices

Portfolio Website

- Deployed a React-based custom crossword puzzle, utilizing GitHub Pages for static hosting
- Engineered the website with efficient code structure to ensure quick load times and scalable architecture
- Utilized CSS and HTML to create an intuitive navigation system, enhancing the aesthetic appeal and usability of the site

Technical Skills

- Languages: Python, Java, C++, JavaScript/HTML/CSS
- Tools & Frameworks: Azure DevOps, Git, React, Jira, CI/CD, GitHub Enterprise