LUCAS M REYNA

201 Harrison Street, San Francisco, CA 94105
e-mail: lucas.reyna143@gmail.com
Website: https://lukeyreyno.github.io/lucas-website/
Cell-Phone: (530) 844-6704

EDUCATION

California Polytechnic State University, San Luis Obispo
B.S. in *Computer Engineering* - Graduated Summa Cum Laude in June 2023
Dean's Honor Roll Lists: Every quarter enrolled Fall 2019 - Winter 2023
Cumulative Cal Poly GPA: 3.9

COURSEWORK

- Computer Science Fundamentals
- Semiconductor Courses
- Data Structures
- Object-Oriented Programming
- Statistics and Probability
- Computer Vision
- Computer Networks
- Artificial Intelligence
- Calculus (sequence completed)
- Electrical and Magnetic Physics
- Technical Writing/Communication
- Digital Circuit Design
- Discrete Structures/Algorithms
- Computer Architecture
- Software Performance Analysis
- Operating Systems

EXPERIENCE

SUMMER 2023 (FTE)
SUMMER 2022 (INTERN)

Software Engineering at Niantic, Inc - San Francisco
AR Engineering and Experiences – Over the course of employment, I contributed to major public facing computer vision features for Niantic's AR Platform, significant internal tooling for testing performance, and migrating infrastructure to support mixed reality headsets. Internship consisted of communicating with several different teams to consolidate requirements, and learning the intricacies of the client facing AR api to create accessible testing automation for internal teams. The completed project reduced QA time for location-based features of the AR platform, and resulted in a full time return offer.

WINTER - SPRING 2023

Mixed Reality Student Software Developer for Ocean Sight One
Unity Development – Utilizing the XR Toolkit and Niantic's ARDK to develop AR and VR experiences. This collaboration with the California Polytechnic State University College of Liberal Arts intends to host an exhibit educating the public on the hidden ecologies and histories of coastal California's oil rig reefs. Focused on designing full scale experiences from scratch, optimizing C# code, incorporating 360º video viewing on different devices, analyzing user test data, and program documentation. The project will be passed on to other programming students to iterate on experiences based on new marine research.

SKILLS

- Operating Systems: Mac OS X, UNIX, Linux, Windows
- Programming Literacy: C++, C#, Python, and Java
- Mobile Development, Debugging, and Performance Testing
- Computer Graphics knowledge for Unity
- Experience with Full Stack Web Development: MongoDB, Express, React JS, and Node

ACTIVITIES

Tau Beta Pi - Engineering Honors Society
Active Member since March 2021

FIRST Robotics Team 5458 Digital Minds
Virtual mentor, Fall 2020
Student member, Fall 2017 - Spring 2019