LUCAS CANCIO
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EDUCATION

Bachelor of Science in Computer Science   **May 2023**
University of Florida   *GPA: 3.42/4.0*
Minor in Business Administration
> Relevant Coursework: Data Structures and Algorithms, Operating Systems, Intro to Software Engineering, Computer Networks

EXPERIENCE

Research Student   **June – Sept 2021**
UF Machine Intelligence Lab
- Documented functionalities of submarine simulation in ROS and Gazebo
- Implemented launch options for toggling simulated cameras

Programming Tutor and Camp Teacher   **May-Aug 2020**
The Coder School
- Tutored kids, ages 8-17, in pairs on programming fundamentals using Python, C++, and Scratch
- Taught kids during programming-oriented summer camps
- Improved verbal communication skills

PROJECTS

Login Page and Authorization   **April 2022**
- Created a web application with a responsive login page and an account-creation page using Node.js and React.js
- Implemented account creation and account login authorization functionalities using MySQL
- Used scalable connection pooling to serve the database

CafeineCulator Web App   **February 2022**
- Collaborated within a group of three to develop a web app that tracks your daily caffeine consumption using a barcode scanner, decoder, and a series of APIs to find the product name and nutrition information
- Constructed the backend and frontend by routing the webcam data to the server's barcode scanner and decoder, forwarding the corresponding nutrition information back to the frontend for display by using JavaScript, Python, and Flask

Quiz Web App   **January 2022**
- Created Quizlet-like web application based on an online Udemy course
- Implemented API calls to fetch online trivia questions and a saved high score system

Ludum Dare 49 Game   **October 2021**
- Developed a complete third-person shooter game, using C# in the Unity engine, for the annual Ludum Dare game jam
- Implemented a finite state machine for controlling character behaviors

UF Skateboarding Club Game   **Jan-April 2021**
- Developed a 2D side-scroller game, using C# in the Unity game engine, for the UF skateboarding club, using the Agile development method in a group of four.
- Programmed the game's inputs, animations, environment generation, and score system

Skills

Programming Languages/Frameworks: JavaScript, Flask, Python, React, NodeJS, MySQL, C++, HTML, CSS
Tools/Environments: Git, Linux, ROS, MATLAB