

LUCAS CANCIO
lucas.canciox1@gmail.com | 813-424-6047

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

Production Engineering Fellowship

June-Aug 2022

Major League Hacking

An internship-like experience with a focus on project-based learning for production engineering subjects including Linux, databases, services, testing, containers, monitoring, networking, and continuous integration.

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

PROJECTS

Portfolio Website

Jun-Aug 2022

- Created a portfolio website that showcases my projects, experiences, education, and skills
- Programmed the frontend with Jinja2 templates and bootstrap, and the backend with Python's Flask library and MySQL

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

CaffeineCulator 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

UF Skateboarding Club Game

Jan-April 2021

- Developed a 2D side-scroller game for the UF skateboarding club, using C# in the Unity game engine, and 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