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LUCAS M. TECOT

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EMPLOYMENT AND LEADERSHIP

Intern **DSP Concepts** **Summer 2015**

- Wrote Matlab scripts to parse module test script outputs into a sequential .csv file. This allowed easy viewing of test results and how they changed over time.
- Tested prototyping boards (STM32F407, SAMV71, etc.) and recorded important details. (In/out voltage, noise, sound floor, etc.)
- Wrote documentation for testing procedures and produced tutorial videos.

Lead Programmer **Homestead High Robotics** **2014-2015**

- Programmed the majority of the robot's functionalities and restructured the code to a command-based system, which allowed for better team collaboration.
- Soldered, wired some of the electronics, and worked with components and control systems such as PID loops, ultrasonic sensors, motor controllers, limit switches, etc.
- Managed the programming team.

VR/CG Committee President **UCLA ACM** **Spring 2016 – Present**

- Run events for the Virtual Reality and Computer Graphics committee of UCLA ACM.
- Manage committee officers and work with companies for collaboration / events.
- Previously involved with the ICPC committee and interned for the Hack committee.

EDUCATION

Los Angeles, CA **UCLA** **September 2015 – June 2019**

- B.S. in Computer Science, In Progress. GPA: 3.6
- Coursework: Operating Systems; Computer Organization; Computer Graphics; Software Construction Laboratory; Logic Design of Digital Systems; Digital Design Laboratory; Linear Algebra; Differential Equations
- Transferred Coursework (De Anza and Foothill Community College): Advanced Data Structures and Algorithms; Discrete Math; Multivariable Calculus; Intermediate Programming
- Coursework Planned for the Current Academic Year: Algorithms and Complexity; Networking; Programming Languages; Systems and Signals; Computer System Architecture; Databases; Statistics

TECHNICAL EXPERIENCE

Projects

- **Hypermazed** (2015, HackSC). A multiplayer puzzle game where players have to race to the end. Puzzles are procedurally generated, and players connect to the game using their phones. Received interest from Apple recruiter for project. C#, Unity, HappyFunTimes API
- **Music Simulator** (2015, HackUCI). A virtual reality experience where the landscape moves and changes color to the music. Involved grabbing specific frequency bands to use in the shader. C#, Unity
- **Kinect Drawer** (2014). Allowed the user to draw using their hand and a Kinect. Utilized an open source library that allowed the Kinect to be programmed without Microsoft's library. Java

LINKS / WEBPAGES

- **Github:** Cranapple (https://github.com/Cranapple)
- **Linkedin:** Lucas Tecot (https://www.linkedin.com/in/lucas-tecot-a4228156)

Languages and Technologies

- C++, Java (Proficient), C#, C (Basic Experience), Matlab, JavaScript (Prior Experience)
- Visual Studio; Eclipse; Adobe After Effects; Adobe Premiere (Experienced); XCode; Blender 3D (Moderate)