

Lucas Connors

lucas@revolutiontech.ca | +1 (650) 307-0534 | revolutiontech.ca

View this resume on Github at github.com/RevolutionTech/resume.

EMPLOYMENT EXPERIENCE

Staff Software Engineer | Feb 2022 – Present

Cascade | 140 Geary Street 10th Floor, San Francisco, CA, USA

- Led all architecture for backend, added Snowflake as an execution engine to expand customer base
- Proposed and completed new operation framework, reducing skills required to extend platform
- Created folder experience supporting N levels of depth, including breadcrumbs and moving subfolders

Senior Software Engineer | Feb 2021 – Feb 2022

Cascade | 140 Geary Street 10th Floor, San Francisco, CA, USA

- Wrote grammar and parser for custom DSL with syntax familiar to Excel, Tableau, and Python users
- Refined data type inference enabling automatic detection of user data types and formats
- Migrated authentication to Auth0 and implemented new user onboarding flow, improving engagement

Senior Software Engineer | Mar 2019 – Jan 2021

Carbon Lighthouse | 343 Sansome Street 7th Floor, San Francisco, CA, USA

- Built a suite of tools to support mechanical engineers' monitoring of utility bill savings
- Co-designed and co-developed schema and software architecture for an anomaly detection system
- Led refactor of prototype Flask service with S3 as only storage into Django project with PostgreSQL

Senior Software Engineer | July 2017 – Feb 2019

Numerator (formerly InfoScout) | 322 Ritch St, San Francisco, CA, USA

- Drove effort to add Unicode support and i18n to monolith and over 10 internal dependencies
- Developed libraries that simplify Hashicorp Vault and SAML integration for Django projects
- Produced and maintained HR-related web apps for internal use with Zappa and Lambda

Software Engineer | Feb 2016 – July 2017

Numerator (formerly InfoScout) | 322 Ritch St, San Francisco, CA, USA

- Developed frameworks for A/B testing, access control, and asynchronous bulk actions
- Planned and executed migration of monolithic codebase from Django 1.4 to 1.11

Software Engineer | June 2015 - Feb 2016

Google | 1600 Amphitheatre Pkwy, Mountain View, CA, USA

- Built features for an endpoint that receives hundreds of thousands of queries per second
- Created new RPCs to support a feature launch for Google Play Games

TECHNICAL HIGHLIGHTS

- Languages: Python, TypeScript, JavaScript, SQL, GraphQL, Java
- Frameworks & Libraries: Django, React, Pandas, Flask, Android
- Tools: Git, AWS (RDS, EC2, S3, Lambda), Docker, Kubernetes

EDUCATION

BCS, Honours Computer Science, Cognitive Science Minor | 2015

University of Waterloo | Waterloo, ON, Canada

HACKS AND SIDE PROJECTS

- [Cooperative word deduction game](#), inspired by the board game Letter Jam
- Productivity tools such as a [dashboard for standup](#) and a [URL shortener for teams](#)
- Django libraries to help [developers write tests quickly](#) and [PMs create conditional logic](#)