

# Lucas Connors

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## EMPLOYMENT EXPERIENCE

### Software Engineer

Google, 1600 Amphitheatre Pkwy, Mountain View, CA, USA | June 2015 - Feb 2016

- Built features for endpoint that receives hundreds of thousands of queries per second
- Created new RPCs to support a feature launch for Google Play Games
- Identified incorrect behaviour in /o/oauth2/tokeninfo endpoint, refactored logic

### Backend Engineer

InfoScout, 322 Ritch St, San Francisco, CA, USA | Apr 2014 – June 2015

- Lead development of new mobile application ReceiptBin
- Performed schema migrations on tables with over 10 million rows of data, without outages
- Launched instances on AWS for Django/MySQL apps with over 70,000 daily active users

### Full-Stack Engineer

A Thinking Ape, 322 Water St, Vancouver, BC, CA | Sept 2013 – Dec 2013

- Developed new features on Kingdoms at War, a top grossing app on the App Store
- Created and deployed an improved system for in-game events on a Django backend

## TECHNICAL HIGHLIGHTS

- Languages: Python, Java, JavaScript, C#, C++, C, Swift
- Libraries: Django, Android SDK, Socket.IO, Sphinx, Curses, Bootstrap, Foundation
- Actively improves environment with bash, sed, and awk scripts
- Advanced Git user; writes hooks and aliases

## EDUCATION

BCS, Honours Computer Science, Cognitive Science Minor

University of Waterloo, Waterloo, ON, CA | Sept 2010 - April 2015

## HACKS AND SIDE PROJECTS

- Equity crowdfunding [platform for musicians](#)
- [Photography contest](#) web application
- Restaurant menu and order management [web application](#)
- [Django library](#) that allows creation of conditional logic in admin
- [Raspberry Pi](#) app that plays walk-in songs by monitoring network activity