

Ben Lukas

Computer Scientist

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EXPERIENCE

Summer 2023 - Present

Remote Intern @ Space Science Institute

Boulder, Colorado

- Researched the modern paradigms of Virtual Reality development for browsers
- Created spaces in VR using scans of real objects and landscapes on Mars
- Used tools such as Spatial, Unity, Blender, Mozilla Hubs, and AFrame for development

EDUCATION

Fall 2020 - Spring 2024

B.S. in Computer Science

University of Wisconsin-Madison

- *Programming I, II, and III (CS 200/300/400)*
 - Programming fundamentals; Object-oriented languages, abstract data types and structures, group projects
- *Machine Organization and Programming (CS 354)*
 - Fundamental structures of computer systems; C programming, low-level interrelationships, assembly language
- *Algorithms (CS 577)*
 - Paradigms for efficient algorithms; Greedy, divide-and-conquer, dynamic programming, problem reductions
- *Artificial Intelligence (CS 540)*
 - Introduction to machine learning and neural networks, programming in Python
- *Operating Systems (CS 537)*
 - Input-output hardware, interrupt handling, scheduling resource allocation, modular software systems
- *Database Management Systems (CS 564)*
 - Using and building relational, hierarchical, and network database systems

SKILLS

- Object-oriented languages: Java, Python, C and C#/C++
- Data & Statistics: SQL and R
- Web development: HTML, React, Typescript
- 3D Engines: Unity, Mozilla Hubs