Ben Lukas

Computer Scientist

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EXPERIENCE

Intern @ Brown and Caldwell   Milwaukee, WI – Nov 2024 - Current
- ➤ Developed the company's application for plotting/interpreting Distributed Temperature Sensing
- ➤ Mostly frontend, using Python and PySimpleGUI
- ➤ Used scientific packages such as numpy, pandas, matplotlib, and more

Remote Intern @ Space Science Institute   Boulder, CO – June 2023 - April 2024
- ➤ 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

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EDUCATION

Bachelor of Science, Computer Science   Fall 2020 - Winter 2024 – 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, C projects
- ➤ *Algorithms (CS 577)*
  - ○ Paradigms for efficient algorithms; Greedy, divide-and-conquer, dynamic programming, problem reductions, Python projects
- ➤ *Artificial Intelligence (CS 540)*
  - ○ Introduction to machine learning and neural networks, Python projects
- ➤ *Operating Systems (CS 537)*
  - ○ Principles of operating systems: Input-output hardware, interrupt handling, virtualization, scheduling, multithreaded programs, file systems, C projects
- ➤ *Database Management Systems (CS 564)*
  - ○ Using and implementing relational, hierarchical, and network database systems, C++ and Python projects
- ➤ *Building User Interfaces (CS 571)*
  - ○ Software development of UIs; JavaScript, HTML, React, React Native, WitAI
- ➤ *Introduction to Information Security (CS 642)*
  - ○ Cryptography, Access Control, OS Security, Network Security, Machine Learning Security, and Web Security

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SKILLS

- ➤ Programming languages: Java, Python, C#/C++, C
- ➤ Data & Statistics: SQL, R
- ➤ Web/UI development: HTML, React, Typescript, React Native
- ➤ 3D Engines: Unity, Mozilla Hubs

- ➤ AI: WitAI, scikit-learn, pytorch
- ➤ Digital Audio Workstations: FL Studio 21, GarageBand
- ➤ Version Control: Git, GitHub, GitLab
- ➤ Information/Network Security Principles