

Drew Lacob

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Education

09/2020 – present
Los Angeles, CA
B.S., Computer Science, University of California, Los Angeles
Junior; Technical breadth in Energy and the Environment
Dean's Honors List; 3.8 GPA; expected graduation June 2024

Professional Experience

07/2022 – 09/2022
Boston, MA (Remote)
Software Engineering Intern, Above and Beyond Studios

- Helped to create PostgreSQL database for live testing with AWS
- Implemented backend for password reset, contact-us page, and Google login
- Created checkout flow using Stripe and NodeJS webhooks
- Worked on a REST API in an Agile development environment

10/2021 – 06/2022
Los Angeles, CA
Software Developer and Undergraduate Researcher, PARIS Lab

- Developed a package for high performance peridynamics simulations in order to optimize molecular simulations for crack propagation
- Used functional programming to implement a stateless, efficient simulation
- Focused on test-driven development; unit testing with Pytest

Projects (viewable on Github)

Keschet, chess-like game created in Python with Tkinter for game display from scratch

ClimBlog, full stack social media/blog for climbing built using React frontend, Node/Express backend, and AWS

Wurd, basic text editor implemented in C++ ; Lightweight for terminal usage

Fittracker, fitness tracker developed in a small team using a React frontend and Node backend

Ghostracer, basic video game implemented using C++ and object-oriented design

Skills

Python, C++, Javascript, C, Java, Github, VS Code, Xcode, Vim, Emacs, ReactJS, Material UI, NPM, NodeJS, CSS, PostgreSQL, AWS S3 & RDS, Windows, Mac, Linux

Related Courses

Object-Oriented Programming, Data Structures and Algorithms, Computer Architecture and Organization, Logic Design of Digital Systems, Linear Algebra, Differential Equations, Discrete Structures, Software Construction, Operating Systems, Algorithms, Formal Languages and Automata Theory