Lucas Mayer

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EDUCATION

Princeton University **Princeton, NJ**
Major: Computer Science, *GPA:* 3.63 *May 2016*
Relevant Courses: Algorithms and Data Structures, Operating Systems, Interacting with Data (Machine Learning), Information Security, Computer Networks, Systems Programming, Functional Programming, Artificial Intelligence, Bitcoin and Cryptocurrency Technologies, Statistics, Linear Algebra

Hinsdale Central High School **Hinsdale, IL**
ACT: 36 *May 2012*

WORK EXPERIENCE

Synack, Inc. **Redwood City, CA**
KPCB Engineering Fellow (Software Engineering Intern) *June 2015 – August 2015*
Developed plugins in Python and extended a RESTful API for a distributed security analysis scanner. Researched, discovered, and demonstrated a security vulnerability in a popular mobile app. Assisted with a talk given at DEFCON/Black Hat.

Microsoft - Skype **Palto Alto, CA**
Software Development Engineer Intern *June 2014 – August 2014*
Worked on the Skype for Android app. Designed and developed an extension for the app to work on Android smartwatches and worked on a cross-platform feature linking mobile phones and computers.

The Dow Chemical Company **Champaign, IL**
Software Engineering Intern *June 2013 – August 2013*
Developed two desktop applications for scientific computing using C# and the .NET framework. Also created a time management web application using the MVC framework and the standard web stack.

Princeton University Computer Science Department **Princeton, NJ**
Lab TA *September 2013 – January 2015*
Worked in the undergraduate computer science lab, helping students in the three introductory computer science courses understand and debug programming assignments in Java, C, and x86 Assembly.

Princeton University Office of Information Technology **Princeton, NJ**
Student Technology Consultant *May 2013 – May 2014*
Worked on-call and in university tech clinic to assist students with technology-related issues.

PROJECTS

Princeton FindA *February 2014 – Present*
An iPhone app to help students find points of interest around the Princeton campus.

Snowzone Adventureland *May 2014*
A 3D isometric platformer game developed using C++ and OpenGL.

HackPrinceton *March, November 2013*
Developed a Django-based web application for students to use to swap class sections and a music recommendation and discovery website using Google App Engine.

TECHNICAL SKILLS

Languages: Python, Java, C, C++, C#, JavaScript, x86 Assembly
Technologies: Git, MongoDB, Flask, Vagrant, Ansible, Redis, Android, jQuery, .NET