## **Lucas Winkelman**

http://www.linkedin.com/in/lucas-winkelman https://firecannons.github.io

Home Address 12543 Country View Dr. Tebbetts, MO 65080

(573)-544-1079 lawf48@mst.edu

Objective To obtain a career in Computer Science

Education Missouri University of Science and Technology (Missouri S&T)

B.S. Computer Science GPA: 3.67/4.0

Courses:

Data Structures Discrete Math Algorithms

Numerical Methods

Software Engineering I

Java Gui & Visualization

Databases 2

Theory of Computer Science
Intro to Operating Systems
Structure of a Compiler
Numerical Modeling 1

Real-Time Systems Intellectual Property for CS

File Structures and Database Systems
Programming Languages and Translators

May 2020

Senior Design Data Mining

Experience

State of Missouri – Information Technology Services Division

UInteract Tax Team - Summer Internship

Jefferson City, MO May 2019 - Aug 2019

- Developed methods to drastically decrease website deploy time
- Consolidated email groups to new shared email boxes to save space
- Worked on Data Change Requests (DCRs) in the UInteract database
- Changed Java and XML to fix website bugs
- Collaborated with team to meet agendas

Missouri S&T - Multi-rotor Robot Design Team

Rolla, MO

## **Software Division - Simulation Division**

Oct 2016 - Aug 2018

- Innovated to create 2-D Javascript simulation of the International Aerial Robotics Competition (IARC)
- Wrote programs using neuro-evolution to find best algorithm of drone flight in the IARC, including using the NEAT method
- Simulated drone flight in 3-D using the Gazebo robotics simulator

Missouri S&T - ShamHacks

Rolla, MO

Competitor

Feb 2018

- Created website that allowed users to upload videos and transcribe them to text
- Wrote HTML and CSS frontend and PHP with database backend
- Worked with team of two to integrate the website and transcription program

Computer

MS Office HTML Python Java

CSS C JavaScript C++ SQL Django PHP Git

Skills

**FIRST Robotics** 

Previous Honors & Activities

Association of Computing Machinery SIG-Game

Association of Computing Machinery SIG-Competition

Association of Computing Machinery SIG-Security Association of Computing Machinery SIG-Web