## Lucas Winkelman

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Objective A career leverages my skill in Computer Science

Education Missouri University of Science and Technology (Missouri S&T) May 2020

> **B.S. Computer Science** GPA: 3.57/4.0

Courses:

Data Structures Discrete Math Algorithms

**Numerical Methods** Theory of Computer Science File Structures and Database Systems

Experience State of Missouri – Information Technology Services Division

Jefferson City, MO **UInteract Team-Winter Internship** Dec 2017 - Jan 2018

• Worked on Data Change Requests (DCRs) in the UInteract system

• Used SQL and changed data on a large database

Gained real work experience

Multi-rotor Robot Design Team Rolla, MO

Software Division – Simulation Division

Oct 2016 - present

Made 2-D Javascript simulation of the International Aerial Robotics Competition (IARC)

 Wrote many programs using neuro-evolution to find best algorithm of drone flight in the IARC, including using the NEAT method

Will continue using other machine learning techniques to determine best drone flight

Currently using the robotics simulator Gazebo to simulate the IARC in 3D for testing

SIG-Game Rolla, MO

**Game Team** Aug 2016 - Dec 2016

• Wrote an AI to test the game

• Gained skills with Git

The following semester teamed up and competed in MegaMinerAI

Computer MS Office HTML, CSS, JavaScript C and C++ MS Office SQRL Eclipse

Code::Blocks Skills Python **Version Control** SQL Java

Honors & **ACM SIG-Competition** Activities **ACM SIG-Security** 

Christian Campus Fellowship