**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

Skills Python SQL Java Version Control Code::Blocks

Honors & ACM SIG-Competition

Activities ACM SIG-Security

Christian Campus Fellowship