Lukas Bucher

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Beckenriederstrasse 62
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Education

Bachelor of Science in Digital Ideation
Lucerne University of Applied Sciences and Arts (HSLU), Lucerne, Switzerland
a multidisciplinary program focused on web and mobile development, user experience design, game development, and creative technologies
Expected Graduation: 2026

Software Developer Apprenticeship (EFZ)
Vocational School with Vocational Baccalaureate, Switzerland
2018–2022

Skills

- **Technical:**

    - Web development with HTML, CSS, JavaScript; frameworks and tools including Vue.js, Node.js, and Express

    - User experience design

    - Game design & development with Unity

    - 3D authoring with Cinema 4D

    - Java & C# fundamentals; object-oriented programming; algorithms & data structures

    - IT support

    - Office Suite

- **Soft Skills:** Flexibility, reliability, punctuality

    - demonstrated through managing tight deadlines during project development, ensuring consistent communication with team members, and adapting quickly to new tools and workflows.

- **Languages:**

    - **(Swiss) German:** Native

    - **English:** Cambridge CAE C2 Level

    - **French:** DELF B1 Level

    - **Japanese:** A1 Level (Courses A1.1 & A1.2 at HSLU)

Experience

Software Developer (Apprenticeship + 1 Year)
SUVA, Lucerne, Switzerland
worked in the testing and automation team, contributing to the development of internal web applications, including a vulnerability management system
2018–2023

- Worked in first and second level IT Support

- Worked in the testing and automation team, contributing to the development of internal web applications, including a vulnerability management system.

- Designed and developed a website for the SUVA-Treff company festival in Bellinzona using WordPress:

    - Set up the site and developed custom WordPress plugins.

    - Managed content and translations.

    - Coordinated with event organizers to ensure seamless communication and implementation.

- Designed and developed a Google Chrome Extension for replacing the internal phone book software as the apprenticeship final project.

    - Project Management and Testing executed and documented

    - Usage of Google Chrome Extension API as well as a REST-API that provides organization data

Featured Project

Spotify Web App "Spütify"
Team Project, Studio Web & Mobile 1 Module, HSLU (Fall 2024)

- **Technologies Used:** Spotify API, Google Gemini API, Vue.js, D3.js, Node.js, Express

- **Objective:** To enhance the personal music experience by creating an interactive "Music Journey" timeline based on Spotify and Google Gemini APIs.

- **Features:**

    - Visualizes music preferences through an interactive timeline that allows users to explore their music history over time (recently played, last 4 weeks, 6 months, past year, and Wrapped Playlists from 2023–2021).

    - Includes a bubble as a central dynamic visual element that adapts to the currently playing song.

    - Badges are awarded based on the user's unique tastes.

    - Shareable and downloadable visuals of the "Music Journey" for social media.