Lucas Guzmán-Finn

Cambridge, MA
(617) 949-0786
lguzmanfinn@gmail.com

Summary
An honors student majoring in computer science with experience in coding, quality assurance, and software development processes looking for an opportunity to apply his skills and become more knowledgeable in the field.

Work Experience
RaizLabs, Boston MA *(November 2017 – May 2018)*
- Project Manager Assistant: Learned how to manage agile software development. Wrote user stories based off client requirements for a fitness app, marketing app, and safety rating app for public places.
- QA Tester: Learned how to write and properly outline bug reports. Worked mainly on an android app for Flywheel Sports, a company that provides in-studio and on-demand cycling classes.

KDC, UMass Amherst MA (*September 2019 – Present*)
- Treasurer for the K-pop Dance Club (KDC) at UMass Amherst with over 200 members. Focus on budgeting and money management for events and club apparel. Part of the core e-board.

Education
UMass Amherst BS Computer Science
Class of 2022
Programming with Data Structures
- Developed an understanding for designing and implementing abstract data types using the Java programming language. Specific topics included linked structures, recursive structures and algorithms, binary trees, balanced trees, and hash tables.

Computer System Principles
- Studied the scientific principles behind the construction of high-performance, scalable systems. Learning C and assembly languages.

Reasoning Under Uncertainty
- Developed mathematical reasoning skills for problems that involve uncertainty with a focus on counting and probability and probabilistic reasoning.

Programming Methodology (currently enrolled)
- Developing individual skills necessary for larger programs, including use of integrated design environments, design strategies and patterns, testing, working with large code bases and libraries, code refactoring, and use of debuggers and tools for version control. Heavy focus on JavaScript.

Introduction to Computation (currently enrolled)
- Basic concepts of discrete mathematics useful to computer science. set theory, strings and formal languages, propositional and predicate calculus, relations and functions, basic number theory. Graphs, trees, and search.

Projects
LGF_Lines — Android Game
- During game development in high school I created a simple android game with Unity and published it to the google play store. http://bit.ly/2wV7CtN

Single Transferable Vote — Extra Class Project
- Wrote a program using Google Script within Google Sheets that can apply the Single Transferable Voting method with voting data from Google Forums.

UNO — Extra Class Project
- Worked together with classmates to recreate the card game UNO in Java while becoming more familiar with GitHub in the process.

Languages

Proficient	*Familiar*
Java	C
HTML	C++
CSS	C#
JavaScript	Python

Skills
JIRA
MS Office
GitHub
Unity
Visual Studio
Eclipse