

Lucas Hunter

lucasbhunter@gmail.com | 506-478-4119

lucashunter.ca/

SKILLS

TECHNICAL: Java, C Programming, Python, SQL, JavaScript, Git, RESTful API, Spring Boot

LANGUAGES: English/Français (Native Proficiency)

EDUCATION

UNIVERSITY OF NEW BRUNSWICK - Bachelor of Computer Science

2019- FALL 2023

- Cooperated with like-minded individuals using fundamental software engineering techniques to complete a movie application. (Java)
- Developed an Operating System capable of scheduling tasks using various scheduling algorithms, managing memory, handling I/o, and achieving multiprocessing/multithreading computing. (C Programming)
- Performed quantitative research to complete a comprehensive cyber security report on Keylogger Attacks.
- Relevant courses: Java I & II, Software Engineering, Database Design and Management, Systems Software Development, Data Structures & Algorithms, Operating Systems

PROFESSIONAL EXPERIENCE

THE BARRINGTON CONSULTING GROUP – Junior Software Development Engineer

MAY 2022- PRESENT

Responsibilities:

- Collaborated with a team of developers and analysts to develop high-quality software for Java/Spring Boot/Micro-service applications.
- Implemented functionality based on user requirements. Utilized Java, MySQL, RESTful API, and GitLab to complete back-end operations. Performed program coding and testing in compliance with agile methodologies.
- Developed 50+ Jira stories/tickets by following test-driven development concepts. Provided tri-weekly status updates in scrum meetings.
- Contributed clean, concise, time and memory-efficient code that led to the successful deployment of two microservices.
- Environment: Java 11, Spring Boot, AWS, MySQL, Restful API, Postman, GitLab, Docker, Swagger Editor, Maven, JIRA.

PERSONAL PROJECTS

YOUTUBE TO MP3 CHROME EXTENSION

Deployed a Google Chrome extension that converts any YouTube video into a downloadable 128kbps MP3 file.

Learning aspects, challenges, and responsibilities:

- Processing user input information from the Web using Chrome API and then providing acknowledgment responses from the backend.
- Converting fetched MP4 video files into small transportable MP3 files.
- Engineering a modern, user-friendly interface.
- Environment: JavaScript, Chrome Manifest V.2.

GAME DEVELOPMENT

Founded an arcade game where Crush, the Turtle from Nemo, must attempt to break loose from their nets to save himself from pollution.

Learning aspects, challenges, and responsibilities:

- Responsible for technical design, implementation, and testing.
- Generating two types of interactive sprites. Points and health can be collected or reduced based on the interaction.
- Implementing a shop system that allows users to purchase three different power-ups with in-game currency. Each power-up has its own unique timed ability. These abilities help players set new records within the leaderboard system.
- Environment: Python, PyGame API.

DIGITAL BUSINESS CARD

Launched a physical device capable of sharing contact information in a modern way.

Learning aspects, challenges, and responsibilities:

- Visualized three mobile-friendly landing pages containing clients' relevant contact information. NFC technology restructured these landing pages into multiple physical devices (keychain, card, sticker).
- Environment: JavaScript, NFC Hardware, HTML, CSS.