

Lucas Kellar

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Education

University of Michigan **Ann Arbor, MI** **August 2025 – April 2026**

- Pursuing a MSE in Computer Science and Engineering

University of Michigan **Ann Arbor, MI** **August 2022 – April 2025**

- Graduated Summa Cum Laude with a BSE in Computer Science **GPA: 3.76 | Major GPA: 3.89**
 - Dean's List: Fall 2022, Winter 2023, Winter 2024, Fall 2025, & Winter 2025
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Experience

Software Engineer Intern – Capital One **McLean, VA** **June 2025 - Present**

- Developing a full stack feature to overhaul permissioning for a internal penetration testing system, allowing external users to report test results with strict access controls

EECS 484 Grader – University of Michigan **Ann Arbor, MI** **September 2024 – April 2025**

- Grade assignments for an Upper-Level Computer Science course.

DevOps Intern – Wade Trim **Detroit, MI** **May 2024 – August 2024**

- Worked on a small team developing internal applications for a mid-sized engineering firm.

Software Engineering Intern – SupplyPike **Fayetteville, AR** **November 2017 – August 2018**

- Developed 40+ Shipping Document Integrations for 3rd party carriers **January 2020 – August 2022**
 - Added numerous customer facing features to a Retail Analytics/ Deductions Disputing platform **March 2023 – August 2023**
 - Created an automatic customer onboarding/backfilling service, saving other engineers and customer service staff from manual onboards or information updates
 - Helped bootstrap a deduction disputing platform for a new retailer, primarily focusing on data scraping.
 - Maintained several internal browser extensions and web tools used by the sales team to more efficiently discover and track customer leads
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Skills

- **Programming Languages:** Javascript, Typescript, Python, Swift, C++, HTML, CSS, SQL
 - **Frameworks:** React, SwiftUI, Flask, Express, Koa, Nest.js, BullMQ, Vapor
 - **Developer Tools/Services:** Docker, Git, MongoDB, PostgreSQL, RabbitMQ, Redis, PowerShell
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Projects

- **Ultimate Tic Tac Toe** (uttt.lkellar.org) Online multiplayer Ultimate Tic Tac Toe game built with Typescript, React, and SockJS
 - **Trips - Packing List Manager** (lkellar.org/trips) Simple SwiftUI Packing List App for iOS/iPadOS
 - **Advent of Code** (github.com/lkellar/advent-of-code) (In Progress) Small set of yearly programming challenges that I work on between school and work projects. Currently completing them in Swift
 - **Invertible Bloom Lookup Tables** (github.com/lkellar/iblt) Implementation of three variants of the Invertible Bloom Lookup Table structure in C++
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Awards

- **1st Place 2020 & 2021 Arkansas All-State Coding Competition** May 2020/2021
- **2nd Place 2022 Arkansas All-State Coding Competition** April 2022
- **1st Place 2019 JB Hunt Hackathon** October 2019
- **2nd Place 2021 Fall JB Hunt Hackathon** November 2021
- **1st Place 2019 Congressional App Challenge - AR-3** January 2020
- **Arkansas CS Student of Distinction** August 2021