

LUCAS HYATT

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I am a solution-driven full stack engineer with a passion for architecting and building applications. I've proven my ability to implement responsive UIs, RESTful services, and databases while adapting to changing technical needs.

EDUCATION

University of Oregon - B.S. Computer and Information Science, Minor in Mathematics

LANGUAGES

- JavaScript, TypeScript, Python, Go, C/C++, HTML5/CSS3, SQL/PostgreSQL/NoSQL, JSON, YAML

SKILLS

- **Front-end:** React, React Native, Redux/Saga, React-Query, Bootstrap, Expo, Material-UI, JOI, UI/UX design
- **Back-end:** Docker, Podman, Flask, Falcon, Fast API, ORMs, Pytest, Node.js, Nest.js, Express.js, Forest Admin
- **AWS:** Boto3, EC2, S3, Lambda, ECR, VPC, IAM, RDS, EFS, Cognito, CloudWatch, Amplify, API Gateway, ECS, Step Functions
- **Workflow/Automation:** VIM, Figma, Avocode, Storybook, Git, NPM, VS Code, Jira/Notion, TDD, Github Actions
- **3rd Party API Experience:** Twilio, SendGrid, Stripe, Slack, Braintree, Smart Car, Google Analytics, Mailchimp

EXPERIENCE

Scala Computing - Full Stack Engineer (Mar 2023 – February 2025)

- Owned full stack development for the simulation (NS3) and emulation (SCVM) verticals, driving critical business solutions
- Led cross-functional team responsible for building a new vertical from the ground up, exceeding launch timelines
- Independently implemented SCVM component library, configuration upload, RBAC, cost and usage tracking features
- Designed and consumed complex emulation runtime statuses from SCVM backend to display interactive React Flow GUI
- Collaborated with DSP engineers to implement simulation "drilldowns" giving clients actionable insight into simulation results
- Architected and implemented feature enabling Chakra execution traces for NS3 simulations and performance analysis
- Implemented automated platform deployment allowing enterprise clients to self-deploy customized instances of our application
- Developed and optimized API endpoints and backend microservices across verticals in FastAPI (Python) and Golang

Nightery - Full Stack Engineer (September 2021 – December 2022)

- Owned and optimized the entire development cycle across tech stack (React Native, TypeScript, Flask, SQL)
- Led front-end to database implementation of Nightery's "Pick 'Em" and "Survivor" flagship gaming products
- Architected and implemented comprehensive communication system with automated emails, DMs, live chat, push notifications
- Developed AWS infrastructure solutions leveraging elastic beanstalk, lambda, EC2, API gateway, and S3 storage
- Managed Nightery's SQL database architecture including migrations, CRUD operations, and backup protocols

Core to Coeur - Full Stack Engineer (June 2020 – August 2021)

- Built and optimized a scalable full-stack web application using React, Redux Saga, and Node.js architecture
- Led the end-to-end design and implementation of a comprehensive payroll system using Stripe payment integration
- Created and connected robust API endpoints to front-end components using Node.js/Nest.js with advanced error handling

PROJECTS

DocuForge – Document Templating Micro SaaS using AI (February 2025 – Present)

Built an AI document generation platform that leverages Claude Sonnet 3.7 for document creation. Implemented a file conversion service in my FastAPI backend using WeasyPrint. The project uses AWS infrastructure (Cognito, EC2, RDS and containerized services), with Stripe integration for payment processing.

OFFSET (Paid Contract) – Full Stack Engineer (August 2022 – November 2022)

Designed a React Native mobile app that rewards users for sustainable behaviors by integration web3 technologies and AWS for authentication and storage. Created Smart Car API integration to connect with electric vehicles and developed an algorithm that combines odometer data with phone sensors to calculate carbon emissions.