

**FULL-STACK
SOFTWARE
DEVELOPER**

LUCAS LOTZE

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**PROFESSIONAL
SUMMARY**

Motivated computer science student with hands-on experience building and deploying full-stack SaaS applications. Trilingual, quick learner, and passionate about full-stack development, cybersecurity, and AI.

**TECHNICAL
SKILLS**

LANGUAGES: JavaScript (ES6+), Python, Java, HTML, CSS
FRAMEWORKS/LIBRARIES: Next.js 15, React 19, Node.js, Tailwind CSS, Prisma ORM
DATABASES: PostgreSQL
CLOUD & DEVOPS: Railway, Supabase
INTEGRATIONS: Stripe, DocuSign, Nodemailer
OTHER: Git, REST APIs, Multi-tenant SaaS, Responsive Design
LANGUAGES: English, Spanish, Portuguese

EXPERIENCE

APERTUREPM ENTERPRISE PROPERTY MANAGEMENT SAAS (Private Production Deployment)
Solo developer | MAY 22, 2025 – JUNE 18, 2025

- Designed, built, and deployed a multi-tenant SaaS platform in under a month (~300 hours, 500+ commits), now in active use by real clients.
- Architected secure tenant isolation, role-based admin/tenant portals, and real-time notifications.
- Integrated Stripe for automated rent billing/payments and DocuSign for digital document workflows.
- Automated billing and document processing, reducing manual effort by >60%.
- Demo: [\[Live Demo\]](#) Admin: admin@demo.com / 123456
Tenant: tenant@demo.com /123456

GREENCLOUD FULL-STACK DEVELOPER INTERN
JULY 9, 2025 – TBD

- Designing and developing an independent web-based dashboard ("greenBenchmarks®") to communicate companies' climate impact to end users.
- Integrating sustainability data from internal APIs to generate tokenized links and QR codes that showcase emissions performance.
- Collaborating on MVP planning and landing page development for client-facing deployment of climate disclosures.

VISA SHADOWING (Gaming & Metaverse Division)
JUNE 30, 2025 – JULY 4, 2025

- Shadowing Andres Mociulsky, LAC Marketing Director for Gaming & Metaverse, to gain insight into regional marketing strategies, brand partnerships, and audience engagement within the gaming sector.
- Observing how Visa aligns product positioning and go-to market strategies with evolving trends in digital entertainment and immersive platforms across Latin America and the Caribbean.

EDUCATION

CURRENTLY ENROLLED
BOSTON UNIVERSITY, BOSTON, MA
Major: Computer Science
Minor: Business Administration and Management
Expected Graduation: Fall 2026