

Lucas Luna Souza

SOFTWARE ENGINEER · COMPUTER SCIENCE MAJOR

☎ (647) 201-5003 | ✉ lucas.ls97@gmail.com | 🏠 lnsz.ca | 📷 lnsz | 🌐 lnsz

Education

University of Toronto

HONOURS BACHELOR OF SCIENCE COMPUTER SCIENCE

Toronto, Canada

September 2015 - April 2020

- Relevant Courses: Software Engineering, Theory of Computation, Data Structures, Algorithm Design and Analysis, Operating Systems

Work Experience

Bell Canada

SOFTWARE DEVELOPER, PEY

Toronto, Canada

August 2018 - August 2019

- Developed a framework to implement automated testing for mobile device certification.
- Contributed new features to a ticket tracking system for communication with external vendors.
- Implemented a microservice architecture and built CI/CD pipelines to test and deploy to Linux servers.
- Technologies used: Ruby, Rails, JavaScript, React, MySQL, Postgres, Docker, Kubernetes, GitLab CI

Loblaw Digital

SOFTWARE DEVELOPER, CO-OP

Toronto, Canada

May 2018 - August 2018

- Developed a new product listing page for Joe Fresh to improve user experience and accessibility.
- Collaborated on a cross team initiative to bring single sign-on to all Loblaw platforms by updating the login and registration flow for the Joe Fresh website.
- Technologies used: JavaScript, React, Java, Spring, JSP, SAP Hybris, Apache Solr, MySQL

Votorantim - Canada Building Materials

DATA SCIENCE INTERN

Toronto, Canada

May 2017 - August 2017

- Developed tools to track plant performance by analyzing sensor data.
- Designed and implemented a website for plant managers to report plant downtime.
- Automated the process for creating employee bonus pay reports based on plant performance.
- Technologies used: Visual Basic, JavaScript, Microsoft SharePoint, Microsoft Excel

Volunteer Experience

University of Toronto

COMPUTER SCIENCE AMBASSADOR

Toronto, Canada

August 2017 - June 2018

- Undergraduate representative for the University of Toronto's Department of Computer Science.

Skills

Programming Languages

Java, Python, JavaScript, Ruby, C++, HTML, CSS, Shell Scripting

Software Tools

Git, Docker, Kubernetes, CI/CD, GraphQL, Postgres, MySQL, MongoDB

Frameworks

React, Vue, Angular, Node.js, Rails, Spring

Projects

Overseer

WEB APPLICATION (TYPESCRIPT, VUE, NODE.JS, MONGODB)

- Business dashboard platform where users can share and collaborate on building dashboards
- Designed and implemented a microservice architecture and deployed on OpenStack

Spectrum Sorter

DESKTOP APPLICATION (C++, SDL, OPENGGL)

- Sorting algorithm visualization using a colours
- Implemented various popular sorting algorithms, which can run side-by-side to compare their runtime

Project Solaris

MOBILE GAME (JAVA, LIBGDX)

- Mobile puzzle game where players have to shoot projectiles into orbit while avoiding obstacles
- Implemented a realistic 2D physics simulation and procedurally generated graphics and levels

Request Factory

MOBILE APPLICATION (JAVASCRIPT, REACT NATIVE)

- Mobile REST client for sending HTTP requests
- Developed an API testing app for mobile devices with support for saving frequently used requests