Lucas Luna Souza

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EDUCATION

University of Toronto St. George Campus   September 2015 - April 2019

Honours Bachelor of Science in Computer Science

- Relevant Courses: Software Design, Theory of Computation, Data Structures and Analysis

WORK EXPERIENCE

Votorantim Cimentos, CBM Aggregates May 2017 - September 2017

Software Developer / Data Analyst Intern

- Developed tools to track plant performance by analyzing sensor data.
- Created 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 AND EXTRA-CURRICULAR ACTIVITIES

Leaside High School   2014 - 2015

Peer Tutor

- Taught Grade 11 math to students that were having difficulties with the course.

Co-Founder of the Lancebotics VEX Robotics Team   *2013 - 2015*

- 2015 VEX Provincial Championships Finalists and represented Canada in the 2015 VEX World Championships

SKILLS

Programming Languages: Java, Python, JavaScript, Visual Basic, HTML5, CSS, C

Software Tools/Frameworks: Excel, SharePoint, Git, Android Studio, AngularJS, Node.js, SQL, React

PROJECTS

Project Solaris   Fall 2016 – Present

- Mobile puzzle game where players have shoot projectiles into orbit
- Graphics and levels are procedurally generated.
- Technologies used: Java, LibGDX, Android Studio

Request Factory   Summer 2017

- Mobile REST client for sending HTTP requests made for developers who want to test API's on their phones.
- Released on the Google Play Store in September 2017.
- Technologies used: JavaScript, React Native

Cordially   Winter 2017

- Calendar web app that allows users to manage their calendar and share it with others.
- Users can then schedule meetings with other users by accessing their shareable link.
- Technologies used: JavaScript, AngularJS, Node.js, MongoDB

CubeStack   2016

- Voxel based sandbox game set in a procedurally generated island.
- Players can build, mine and explore the game world.
- Technologies used: Java, Processing