Lucas Luna Souza

SOFTWARE ENGINEER · COMPUTER SCIENCE MAJOR

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Education

University of Toronto   *Toronto, Canada*

HONOURS BACHELOR OF SCIENCE IN COMPUTER SCIENCE   *September 2015 - April 2020*

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

Work Experience

Bell Canada   *Toronto, Canada*

SOFTWARE DEVELOPER   *August 2018 - August 2019*

- Designed and developed a React front end for a device automation framework to allow users to manage devices, run tests and view results.
- Implemented a RESTful API for communication between Ruby on Rails microservices for capturing and analyzing network logs from mobile devices.
- Containerized various internal tools and built CI/CD pipelines to test and deploy them to Linux servers and a Kubernetes cluster.
- Contributed new features and bug fixes to a ticket tracking system used by Bell for communication with external vendors.
- Technologies used: Ruby, Rails, JavaScript, React, MySQL, Postgres, Docker, Kubernetes, GitLab CI, Shell Scripting

Loblaw Digital   *Toronto, Canada*

SOFTWARE DEVELOPMENT INTERN   *May 2018 - August 2018*

- Developed a new product listing page for Joe Fresh to improve user experience and accessibility.
- Collaborated on an initiative to bring single sign-on to all Loblaw platforms by updating the login and registration flow for the Joe Fresh website.
- Implemented backend functionality to allow for more types of promotions and to make it easier to add more promotions in the future.
- Technologies used: JavaScript, React, Java, Spring, JSP, SAP Hybris, Apache Solr, MySQL

Votorantim - Canada Building Materials   *Toronto, Canada*

DATA SCIENCE INTERN   *May 2017 - August 2017*

- Developed tools to track performance of 18 aggregate plants in Ontario using 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 performace.
- Technologies used: Visual Basic, JavaScript, Microsoft SharePoint, Microsoft Excel

Volunteer Experience

University of Toronto   *Toronto, Canada*

COMPUTER SCIENCE AMBASSADOR   *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
Software Tools	Git, Docker, Kubernetes, CI/CD, GraphQL, Postgres, MySQL, MongoDB
Frameworks	React, React Native, 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

Gamelo

MOBILE APPLICATION (JAVASCRIPT, REACT NATIVE, NODE.JS, MONGODB)

- A social platform for board game lovers that allows users to meet, compete and become the certified best at their favourite game
- Developed a RESTful API that allows users to host sessions, track results and calculate their ELO rating for a specifc game

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

Spectrum Sorter

DESKTOP APPLICATION (C++, SDL, OPENGL)

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