

Lucas Falslev

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lrfalslev-portfolio.pages.dev

SKILLS:

Most Experienced – C#, PHP

Some Experience – JavaScript, HTML/CSS

Frameworks – .NET 8, .NET 6, Laravel 7, SvelteKit

Databases – MongoDB, MSSQL, MySQL

EXPERIENCE:

Software Developer II, J.B. Hunt

Sept 2024 – Present

Software Developer I, J.B. Hunt

Dec 2022 – Sept 2024

Remote, USA

- Added new nested data structure in request space to support International and Final Mile requests, maintained backwards compatibility for current processes/systems
- Ingested messages from ActiveMQ, Kafka and API calls; updated and added API endpoints to surface new order and request tracking information
- Converted apps from Kubernetes YAML/Kustomize manifests to Helm Charts
- Collaborated with senior developers and architects to determine solutions and implemented them, assisted interns with onboarding and roadblocks
- Updated schemas to current API specifications, documented processes in team wikis

Jr. Software Architect, Fox Pest Control

April 2022 – Dec 2022

Software Developer, Fox Pest Control

Jun 2021 – Mar 2022

Logan, UT

- Refactored payroll processing service to decrease processing time by 50%
- Developed and maintained tests to increase code coverage from 55% to over 80%
- Planned and implemented a rewrite of payroll software to comply with tax law
- Performed code reviews for a team of 7 developers to keep applications maintainable
- Built new features and fixed bugs using PHP, Laravel, and Javascript

Route Sales Manager, Fox Pest Control

Summers 2017 – 2020

Lexington, KY

- Generated average \$60,000 revenue (2020)
- Generated avg \$40,000 revenue (2017-2019)
- Provided sales training for first year reps

EDUCATION:

University of Utah, Salt Lake City, UT

Graduated 2021

- B.S. in Computer Science
- Minor in Spanish

PROJECTS:

Personal Portfolio

Sveltekit, Tailwind, TypeScript

<https://github.com/coledtaylor/hackathon>

- Designed and coded a responsive personal portfolio with Sveltekit

“Zombiez” Game

Lua, Love2D

<https://github.com/coledtaylor/hackathon>

- Built a 2D top down shooter as part of a team for a USU Hackathon