Lucas Shadler

Email: lshadler13@gmail.com http://lukeshadler.tech Mobile: +1-585-766-7886

EDUCATION

Rochester Institute of Technologyy

Rochester, NY

Bachelors in Physics; Minors: Computer Science, Math, Electrical Engineering GPA: 3.9

Aug. 2013 - Jun. 2017

Experience

Solu Technology Partners

Rochester, NY

Full StackSoftware Engineer

July 2017 - Present

- o Scrum Team: Work as a member of an Agile Scrum team to provide state-of-the-art Angular 2 Material Applications, with daily code reviews to maintain a fast-paced agenda
- Spring/MySQL: Integrate a MySQL database architecture with front-end components using the Spring framework, Java Persistence, and RESTful API.

WiTricity Corporation

Boston, MA

R&D Engineer (Co-Op)

Jan 2014 - Oct 2016

- Wireless Power Transfer: Developed auxiliary systems to prevent foreign object and living object intervention within the field to aid in the safety of wireless power transfer.
- Embedded Systems Firmware: Produced a serial method of transferring data from a PSoC5 microcontroller reading sensor measuremACents into real-time and offline datasets.
- PCB Prototyping: Used Altium PCB designer to create new and space-efficient prototype boards for sensor development and positioning. Holders and caps for the designs were 3D modeled using Solidworks.
- Machine Learning: Created trained models for position detection using machine learning techniques in python using the toolkit SKLearn. Developed a method to adapt the model in real time to provide directives for position alignment.
- Robotics: Developed a CNC for consistent and persistent testing over a wide range of sensor positions, programmed to be interactively controlled by a Python GUI.

Laser Interferometer Gravitational-Wave Observatory @ Caltech

Pasadena, CA

Astrophysicist

Summer 2016

- o Gravitational Wave Astronomy: Recieved training on the design behind the most sensitive detector made by mankind and how to extract relevant Gravitational Wave information from it.
- Multi-threaded Programming (OpenMP): Used an Open Source to create a performance-oriented method of filtering signal data by utilizing multi-threaded CPUs.
- Presentation and Reporting: Completed the project with a publishable scientific report, as well as a presentation given to the entire LIGO collaboration.

FermiLab Chicago, IL

High Energy Particle Physicist

Fall 2014 - Summer 2015

- Particle Tracking Algorithm: Produced an algorithm in C++ to recreate the path of a Proton from a Neutrino interation using CCD data within MINERvA
- o Team-specific Legacy Framework: Utilized framework structure created previously by other scientists to augment the algorithm such that the algorithm could be used on incoming data from the detector
- Large Team Communication: Experience in navigating a large volume of collaborators, seeking assistance only where needed.

Lab for Multiwavelength Astrophysics @ RIT

Rochester, NY

Astrophysicist

2013-2017

- o 3D data modeling: Visualized 3D Morpho-kinematic models of nearby Galaxy NGC1386 in the interest of characterizing the mechanism by which its Supermassive Black Hole accretes matter.
- Workshop Teaching: Taught a workshop class at Universidade Federal do Rio Grande do Sul based on the modeling techniques used.

PROJECTS

- Personal Website: Static website produced using the Jekyll framework, complete with version control, a blogging system, templating, and continuous integration.
- Pollaroid: An Open Source tool to allow users to reach out to their local representatives and participate in political polls.
- Let's Go There!: A Nativescript application using the Yelp API to determine where a group should eat lunch.