Lucas Shadler

Software Engineer and Scientist

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Objective: To provide innovative approaches to solve tooling needs industry-wide

Vocational Experience

March 2020 – Present — **Senior Software Engineer**, *Intuit - UX Fabric/Tooling*, San Diego, CA.
Active tech lead for the team that produces development tools that build/test/deploy frontend experiences across the company. Extensive work managing the end-to-end process of frontend deployment, from Webpack builds to CDN deployment with a focus on web performance at scale. Focus on industry-level problems resulted in several open-source contributions. *TS/JS, AWS, Akamai, Go, ReactJS*

February 2018 – March 2020 — **Software Engineer**, *Intuit - Secure Authentication*, San Diego, CA.
Developed industry-leading experiences for authentication/authorization within the Financial sphere. Gained valuable experience working with many diverse use cases across hundreds of teams at the company. Primarily developed Javascript-based experiences backed by Spring-based web applications. *JS, AWS, Akamai, Spring*

July 2017 – October 2017 — **Junior Software Developer**, *Solü Technology Partners*, Rochester, NY.
Working as part of a Scrum team to produce new and innovative software solutions. Full stack development, on the frontend with AngularJS and backend with the Spring framework to create a fully integrated client-facing application. *AngularJS, Spring, AWS EC2*

Sept 2016 – Dec 2016 — **Research and Development Engineer (Co-op)**, *WiTricity Corporation*, Watertown, MA.
Developed auxiliary systems to aid in the safety of wireless power transfer. Prototyped embedded data acquisition systems, with firmware produced in C, visualized in Python. *Python, SciPy, PCB Design*

Academic Experience

Summer 2016 — **Improving the Stochastic Template Bank Algorithm for aLIGO**, *LIGO*, Pasadena, CA.
Developed an improved Markov Chain Monte Carlo method of analyzing Gravitational Wave data. Developed in C with OpenMP for parallel computing.

Fall 2014 – Summer 2015 — **Optimization of *MINERvA* Proton Selection Algorithm**, *FermiLab*, Chicago, IL.
Wrote code in C++ to calculate the energy of incoming neutrinos in a Neutral-Current Elastic reaction within the MINERvA detector at the Fermilab.

2013 – 2015 — **Feeding and Feedback in Active Galactic Nuclei**, *RIT*, Rochester, NY.
Ran three-dimensional morpho-kinematical simulations aimed at confirming and analyzing the anticipated gas kinematics of active galactic nuclei, developed in Java.

Qualifications

Proficient Languages	Javascript, Typescript, Python, HTML, CSS, Java	Technical Applications	MATLAB, LabVIEW, LaTeX, CAD, PCB Design, Mathematica
Basic Languages	Go, Rust, Arduino, Scheme	Frameworks and Paradigms	Monorepo Management, Incremental builds, Webpack, ESLint, Cypress, Jest, ReactJS, Spring
Technical Applications	AWS Solutions Architect, Akamai	Professional Skills	Digital Logic, Communication, Organization, Leadership

Education

2013–2017 — **B.S. Physics**, *Rochester Institute of Technology*, Rochester, NY, *3.9 GPA*.
Minors: Computer Science, Electrical Engineering, Mathematics