


# Lucas Shearer

 <https://lucas-shearer-portfolio.netlify.app/>

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 <https://github.com/lshearer20/>

*Recent WSU graduate with a diverse background working towards a career as a software developer.*

## Education

### B.S. Software Engineering

Washington State University

C.S. classes GPA: 3.53

Graduated: May 2020

### B.S. Kinesiology, Specialization in Pre-Health Care

Western Washington University

Graduated: Dec. 2014

## Technical Skills

### Languages & Frameworks:

Java, C#, C/C++, SQL, Spring, Spring Boot, Python, HTML/CSS, Angular, JavaScript, TypeScript.

### Tools:

Git (version-control), Linux, GitHub, Postgre, MS Visual Studio, Visual Studio Code, Eclipse, GitKraken, Android Studio, PyCharm, Firebase, WireShark.

## Projects and Extracurriculars

### Minecraft Tournament Webpage

(Capstone) May 2020

- Gained experience working in an agile environment and improved teamwork skills.
- Created a Minecraft plug-in, API, and UI to run tournaments for WSU's gaming conventions.
- Created a web UI using AngularJS.
- Utilized GraphQL to extract information from our Firebase database for our front end.
- Processed and manipulated data to score players.

### Restaurant Searching Application

(Object-oriented software principles course) April 2020

- Created using C# and WinForms.
- Created database from Yelp using PostgreSQL.
- Used SQL calls to pull information from database and present requested information on UI.

### Spreadsheet Application

(Database course) April 2019

- Created using C# and WinForms.
- Features: Save, load, cell referencing, basic arithmetic operations with working parentheses and correct precedence.

### Friendly Food Finder Android Application

(Crimson Code Hackathon) February 2019

- Three other students and I created this project for the Crimson Code Hackathon 2019.
- Created using Android Studio, Kotlin, Visual Studio, C#, Azure database, and public library/API.

### Rocket Space Fighter Game

(Software design and architecture course) May 2020

- Created in C# and Monogame framework.
- Used design patterns such as model view controller and factory method.
- Features: slow motion player, invincibility, enemy waves, bosses, difficulty settings, movement control options, in game pause, json file settings for easy game changes, and more.

## Work Experience

### Electrician Apprentice, Meyer Electric, Sequim,

WA. (8/2016-8/2017, 5/2018-8/2018)

- Worked daily with 1-5 co-workers on new projects or customer service home calls.
- Helped keep detailed communication on each company project daily.

### Front Desk Agent, Quality Inn and Suites, Sequim,

WA. (10/2015-7/2016)

- Managed in house guests requests and issues.
- Made hotel reservation for all size groups.
- Checked in and out guests dealing with cash or credit cards.

### Personal and Group Trainer, Everybody's Gym, Bellingham, WA.

(8/2014-8/2015)

- Planned workout routines weekly for a variety of classes ranging from 1 to 20 members.
- Helped managed gym walk-ins and current members.

## Soft Skills

- |                    |                   |
|--------------------|-------------------|
| • Self-motivated   | • Leadership      |
| • Teamwork         | • Time management |
| • Problem solving  | • Adaptability    |
| • Lifelong learner | • Communication   |