Lucas Furlong - Software Engineer

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Skills & Certifications

- Languages: TypeScript, JavaScript, C#, Python | Databases: SQL, PostgreSQL, Firebase
- Frameworks: React, Angular, .NET Core, Node.js | Tools: Docker, Git, Supabase, AWS, Azure
- Mobile: React Native, Ionic | Other: REST APIs, CI/CD, Agile (Scrum, Kanban), Frontend Optimization

Job Experience

Software Design Engineer, Torch Technologies - Warren, MI

Sep 2024 – Current

- Optimized database performance by redesigning SQL queries and indexing strategies for a 10,000+ record system, achieving 30% reduced latency and enhancing real-time vehicle diagnostics analytics.
- Led test automation for two key projects, expanding an Angular and FastAPI app integrated with GitLab pipelines, achieving 50%+ automated test coverage supporting cross-functional teams.
- Maintained a Vue.js Electron application to interface with vehicle diagnostic systems, improving data retrieval speed by 40% and enhancing real-time monitoring capabilities.

Software Engineer, OWL Computing Development - Walker, MI

Apr 2023 – Aug 2024

- **Delivered 5+ client projects 30-45% ahead of schedule** by optimizing workflows and refactoring legacy code, **saving \$50K in development costs**.
- Modernized a legacy VB.NET application to Angular, reducing user task time by 25% and improving overall system efficiency.
- **Built and optimized a Next.js SaaS application** for a garment printing service, streamlining order processing workflows and **reducing turnaround time close to 50%.**
- Designed and deployed a responsive customer portal in React supporting 1,000+ users, increasing engagement by 40% through iterative user feedback integration.

Software Engineer Intern, Bradford White - Middleville, MI

Sep 2022 – Apr 2023

- Migrated a legacy VB.NET app to C#, improving scalability and reducing maintenance costs.
- Built a C# test system to validate hardware specs, cutting testing time by 20%.
- Automated equipment testing with custom tools, improving accuracy and reliability by 15%.
- Collaborated on embedded C/C++ code, delivering projects on time and meeting hardware specs.

Project Experience

<u>Chromatica — Aug 2024 - Nov 2024</u>

https://github.com/lucas-codes-stuff/chromatica

- Achieved ~96% accuracy by training novel network on 10,000+ data points for API parameters.
- Leveraged Spotify's Web API to deliver personalized, real-time music recommendations.
- Deployed **neural network**, storing model parameters on Supabase for **scalable cloud deployment**.
- Tech Used: Python, TensorFlow.js, Supabase, Spotify Web API, Deno, Angular, Ionic

File System Simulation — Dec 2020

https://github.com/lucas-codes-stuff/du-file-system

- **Built a block-style file system** using **first-fit allocation** (vs. worst-fit), improving storage efficiency by 25% for fragmented data.
- **Developed custom commands (e.g., MOUNT, READ, WRITE)** to manage volumes, files, and directories.
- Tech Used: C#, .NET Core, Command-Line Interfaces, Memory Management

Education

<u>Davenport University</u> Apr 2023