

# Lucas Campbell

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(318) 625-1299

GitHub: [LucasCampCode](#)

## Summary

Programmer and software developer with 2+ years of experience seeks position in software/application development, research & development, artificial intelligence design, or machine learning.

## Experience

### Software Design & Development Consultant

Jan 2019 - present

#### Quiz Creator

Feb. 2023 - present

- Created a standalone WinForms application for clients using C#.
- Designed and customized interactive user forms to client requirements
- Researched web interoperability functionality and gained technical experience during implementation.
- Reduced client task execution time from 1 quiz (for 48 participants) in 5 hours to 48 customized quizzes, tailored to each participant's departmental functional role, in approx. 1 hour.
- Client estimates application creates \$50k annual savings.

#### Batch Print

April 2023

- Created VBA application in Autodesk Inventor automating batch printing of drawing files to plotter or PDF.
- Utilized Inventor API to reduce task execution time from hours to minutes.

#### ACAD Export

Dec. 2022 – Jan. 2023

- Created VBA application in Autodesk Inventor automating export of batches of Inventor drawing files to AutoCAD .dwg format.
- Utilized Inventor API to reduce task execution time from 4 hours to approx. 7 minutes.
- Client estimates application creates approx. \$65-70k annual savings.

#### Software Development

Since. 2022

- Created custom software solutions for clients to increase efficiency.
- Continuously work on personal projects to develop technical OOP skills and general domain expertise in diverse software technologies.

#### 3D Modeling

Since. 2019

- Designing customers' 3D models based on their requirements.
- Convert models to fit clients' preferred platforms.

## Academy of Interactive Entertainment (AIE)

#### Substitute Teacher

Mar. 2023 – Mar. 2023

- Used OOP Principles to help students with their end-of-the-year projects.
- Taught students Unity's user interface.

#### Intro course instructor

Mar. 2022 – Mar. 2022

- Taught C# fundamentals, e.g., methods, variables, and classes.

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## Education

Academy of Interactive Entertainment

Aug. 2020 – Dec. 2022

Game Programming 2022

- Associate degree
- Advance diploma

Awards

- 4.0 GPA
  - Given to Students with academic dedication.
- Outstanding Graduate
  - Given to one student each year who showed what the school represents.
- Success Team Member
  - Given to students who help classmates throughout the year.

## Skills

Tools

Knowledgeable: Unreal Engine 4, Unity Engine, Trello, Git, WinForms, Visual Studio, Excel

Familiar with: PowerPoint, Word

Languages: C++, C#, VBA

Soft Skills: Communication, Adaptability, Agile Methodologies