

Lucas Campbell

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Summary

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

Experience

CONSULTING

Quiz Creator

Feb. 2023 - Current

- Created a standalone Program in C# WinForms
- 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 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.

ACAD Export

Dec. 2022 – Jan. 2023

- An inventor VBA module to reduce the amount of time to export files.
- Reduced conversion time from 4 hours to 7 mins.
- Saved the company Approx. \$18,000 in one quarter.

GAMES WORKED ON

Doom Buggy

- Demolition derby game Developed by a team of three artists and two programmers in a 6-month period.
- I created the movement between the player and enemy vehicles.
- Developed within the Unreal Engine 4.25

Little NoteBoat

- Toon arcade game made within a 3-month period.
- developed within the Unity Engine.

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.

Education

Academy of Interactive Entertainment

Aug. 2020 – Dec. 2022

Game Programming 2022

- Associate degree
- Advance diploma

Awards

- 4.0 GPA
- Outstanding Graduate
- Success Team Member

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