Lucas Flores

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SKILLS

	(Proficient)	(Good)	(Basic)
Languages:	C/C++, Python, Bash	HTML, CSS	YAML, JavaScript, SQL
SOFTWARE/TOOLS:	Linux/Unix, git, CI, ROOT, LaTeX	pandas, Docker	matplotlib, scipy, numpy
OTHER:	Hypothesis testing, statistics, machine learning, regression analysis, scraping, Web design, Arduino microcontrollers		
EXPERIENCE			

JULY 2015 - DEC. 2021 Research Assistant University of Pennsylvania, Philadelphia, PA CERN, Geneva, Switzerland

Responsible for designing and implementing control and validation regions in a particle physics analysis using $7\times$ the data as the previous most analogous analysis iteration. Developed a framework for the preservation, re-usability, and reinterpretation of this analysis using git, Continuous Integration (CI), Docker images, and workflows. Gave weekly reports to audiences of varying expertise within the ATLAS collaboration.

- Investigated petabytes of proton-proton collision data (\approx 13.9 million billion collisions) produced by the Large Hadron Collider (LHC) with the ATLAS detector in a search for theorized subatomic particles, furthering our knowledge of fundamental physics.
- Utilized the Worldwide LHC Computing Grid, a powerful distributed computing resource, and HTCondor (distributed parallelization softw.) enabled dedicated computing clusters to process big data sets.
- Developed C++/Python framework to clean, analyze, transform, and visualize data.
- Engineered new features to optimize selections for control, validation, and signal regions.
- \bullet Set exclusion limits at a 95% confidence level (exclude for p<0.05) for the existence of new fundamental particles via a profile likelihood ratio fit.
- Presented results to the broader physics community at two international conferences.

Served as a software expert for the "electron-photon" performance group, a major working group within the ATLAS collaboration tasked with measuring the properties of electrons/photons that emerge from the proton collisions. Responsible for maintaining and developing the electron identification analysis framework (Python/C++). Responsible for re-optimization of a data-driven multivariate likelihood based electron identification algorithm, the *electron likelihood*, used in nearly all analyses on ATLAS (over 5000 members).

- Transitioned the electron likelihood from a being trained on a hybrid of simulated and real data to a fully real data driven algorithm.
- Re-optimized the electron likelihood by utilizing all newly available high-energy data that was collected.
- Investigated new metric for tuning the algorithm to retain desired signal and background rates for different detector environments, i.e. the detector can see anywhere from 1 to 80 "simultaneous" collisions.
- Validated the electron likelihood after a major upgrade of software that produces its lower level inputs (i.e. an "electron reconstruction" object that gets fed into the electron identification).
- Ported framework from RootCore (deprecated physicist built package build manager) to CMake and migrated framework from longstanding version control software SVN, to gitlab.
- Mentored new framework users/developers. Hands on help and served as expert contact.

PROJECTS

- 2022 **Responsive Web-based PhD Thesis** make4ht/Python based LaTeX → HTML/CSS/JavaScript conversion framework. Single command that compiles, converts, stylizes, implements a Wikipedia-like hover glossary, and publishes website to github pages. lucasflores.com/thesis/
- 2018 "keypacitance" [PennApps XVII Hackathon] Adds a capacitive touch layer input to keyboard. Built VR keyboard object in Unity in demonstrated application. Built Unity application for visualizing VR keyboard. blog post: lucasflores.com/blogfolio/keypacitance/
- "cryptoino" [PennApps XV Hackathon] Lightweight symmetric key exchange via Tree Parity Machine (TPM) neural nets. Targeted small insecure Internet of Things devices. Semi-final qualifier. Contributed to arduino/C# code development and sole creator of the TPM synchronization visualization. blog post: lucasflores.com/blogfolio/cryptoino/
- "eyeHUD" [PennApps XIV Hackathon] Smart eye-tracking transparent window 'heads-up' display. Responsible for developing the calibration/training method for transform factors for the 3 different 'pixel' spaces (2 webcams and LCD). Third place overall and Best Public Safety or Video Processing App (presented by Axon). blog post: lucasflores.com/blogfolio/eyeHUD/

EDUCATION