

Lucas Rumney

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Objective Full-Time Software Engineering Position.

Education *Bachelor of Science, Computer Engineering*, North Carolina State University

Experience **Software Engineer** { *Swift, Python, Obj-C* }

Dec 2018 -

Technology Development Group, Apple

Present

- Contributed interface changes to Apple's Measure app on iOS
- Sole Author of the Accuracy Framework for Measure
- Presented an internal talk on Augmented Reality Design Principles
- Drove efforts to improve my organization's familiarity with AR
- Actively conducted technical interviews for team candidates

Software Engineer { *Python, C#* }

Aug 2017 -

Data Center Switching, Cisco Systems

Dec 2018

- Contributed to internal Virtual Reality security visualization prototypes
- Championed object-oriented development techniques, reducing onboarding time for new product introduction
- Influenced my team to adopt modern development toolchains and practices

Skills **Languages**

Python, C#, Swift, C++, C, Embedded C, HTML, CSS, bash, SQL

Software

Unity, XCode, git, Agile, Github, Bitbucket, Blender, Ableton, Audacity

Operating Systems

Windows, Linux, iOS, macOS

Algorithms and Fundamentals

Data Structures, Object Oriented Programming, Test Driven Development, Design Patterns, Functional Programming, Dynamic Programming, Model View Controller, Entity Component System, 3D Math.

Projects **Asteroids – ECS Game Engine** { *C++, OpenGL, Graphics* }

Asteroids is a clone of the 1979 arcade hit, written as a proof of concept for a C++ Game Engine authored using OpenGL, GLFW, GLM, and GLEW. The engine features an Entity-Component-System Structure, with events for input and overlap detection, and various helper methods for 3D transforms.

Shadertoy Look Development { *GLSL, Fragment Shaders* }

Fragment shaders written from scratch and targeted at WebGL.

Throw, A VR Verb { *C#, Unity, HTC Vive, VR Design, UX Prototyping* }

Throw is a VR game consisting of three scenes, all of which encourage the user to Throw objects. Each scene is a unique action-oriented experience with interactive sound design.

Itch.io Game Collection { *C#, Unity, Releasing, Team Management* }

My Collection of Games is hosted on itch, where I participated in game jams, community feedback, and collaboration with different teams over the past four years.

Various Digital Art Projects { *C#, Unity, Design, Graphics* }

A Collection of various visual effects and mathematically-based art I've produced over the years. One of my works won third place in [NCSU's CODE+ART competition](#) and is still [actively on display](#).

Activities Digital Music Production, Electric Guitar, Virtual Reality Gaming, Reading