Lucas Wehr

Information

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Profile

Passionate software engineering student proficient in C++, Python, and data structures. Strong collaborator with a proven ability to debug, refactor, and implement responsive AI systems demonstrated through personal projects. Experienced in full-stack web development, game design, and API integration, with a strong focus on delivering user-friendly solutions.

Projects

WSU Hackathon 2025
- Collaborated with a team of two other coders to develop a project based on a given theme within 24 hours.
- Acquired experience in coding efficiently under a tight deadline, and learned how to problem-solve and manage time effectively.

The Last Paladin 2025
- Built a modular game architecture using SFML with 1000+ lines of C++, featuring 12+ animated sprites, tile-based terrain, and physics-driven movement.
- Reinforced C++ principles such as polymorphism, inheritance, and class design through hands-on implementation.
- Designed and programmed enemy AI behavior using state-driven logic, enabling dynamic interactions and responsive combat.
- Created the project independently over 5 months outside of coursework, and published on itch.io with full asset packaging and launch instructions.

AI Resume Critique Web App 2025
- Constructed a web application that analyzes resumes for readability, clarity, and grammar using the Cohere AI API.
- Developed the backend with Python & Flask, integrating API calls and dynamically rendering HTML/CSS feedback in a scrollable, user-friendly interface.
- Styled the UI with clean headings and interactive elements to enhance readability and user experience.
- Implemented real-time scoring and detailed AI suggestions, providing actionable feedback to improve resumes.
- Gained hands-on experience in API integration, web development, Jinja2 templating, and responsive front-end design.

Education

Bachelor of Software Engineering
Washington State University
05/2028   PULLMAN, WA
GPA: 3.9

Skills

ⓘ LANGUAGES

C and C++	Python
●●●●●	●●●●○

ⓘ TOOLS

VS Code	Linux	Git
●●●●●	●●●●●	●●●●●

ⓘ CONCEPTS

API Integration	Data Structures/Algorithms	Game Design
●●●●○	●●●●●	●●●●●

Work History

Car Detailer
Enterprise Rent-a-Car
05/2025 – present   PULLMAN, WA
- Coordinated with team members to detail and deliver vehicles under tight schedules, resulting in faster turnaround by 25% and improved customer satisfaction across multiple pickup locations.
- Trained new employees on company procedures and service standards, reinforcing team efficiency and ensuring consistent quality.

Sandwich Maker/ Register
Jimmy Johns
02/2023 – 08/2024   LIBERTY LAKE, WA
- Achieved a 30% wage increase due to strong work ethic and performance
- Communicated effectively with employees and customers, resulting in higher morale.