Lucas Wehr

Information

Pullman, USA | (509) 601-0556 | lucas.wehr@wsu.edu

LinkedIn.com/in/lucas-wehr-78910 | GitHub.com/lucaswehr

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.
- Demonstrated leadership by coordinating team tasks, guiding development priorities, and ensuring timely completion of project milestones.

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 80+ downloads.

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

08/2024 – 05/2028   PULLMAN, WA
GPA: 3.9

Skills

LANGUAGES

C/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.