Lucas Wehr

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PROFILE

Software Engineering student at Washington State University with a 3.9 GPA and hands-on experience in C++, game development, and algorithmic problem-solving. Passionate about building modular systems, optimizing user experience, and automating workflows across CLI and GUI environments. Creator of multiple published projects including an action game and resume analysis web app. Seeking internship opportunities to apply strong debugging, design, and collaboration skills in real-world development teams.

EDUCATION

Washington State University   Pullman, WA
Bachelor of Software Engineering   *Aug. 2024 – May 2028*
GPA: 3.9

PROJECTS

WSU Hackathon   Feb. 2025
Washington State University   *Pullman, WA*
- 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   Apr. 2025 – Sep. 2025
Washington State University   *Pullman, WA*
- 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   Sep. 2025
Washington State University   *Pullman, WA*
- 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.

Interactive Event Map   Oct. 2025 - Current
Washington State University   *Pullman, WA*
- Built a React-based map interface that integrates with the Ticketmaster API to search and filter live events by city and number of events.
- Implemented dynamic search logic, responsive UI components, and real-time data rendering.
- Used mySQL to store and query cached event data locally, enabling faster lookups by 40% and offline access.
- Designed modular components for scalability and future feature expansion.

SKILLS

-Languages: C/C++, Python, JavaScript
-Tools: VS Code, Linux, Git, SFML, Flask, Makefile, HTML, CSS, mySQL, React.js
-Concepts: API Integration, Data Structures/Algorithms, Game Design, Databases

WORK EXPERIENCE

Car Detailer — Enterprise Rent-a-Car   May 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   Feb. 2023 – Aug. 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.