

LP

# Lucas P. Wehr

## Summary of Qualifications

Passionate software engineering student with experience in C++, SFML, and data structures. Strong collaborator with a proven ability to debug, refactor, and implement responsive AI systems. Quick learner with a 3.9 GPA and hands-on experience in time-constrained development environments.

## Work History

### Enterprise Rent-a-Car - Car Detailer

Spokane Valley, WA

05/2025 - Current

- Coordinated with team members to detail and deliver vehicles under tight schedules, resulting in faster turnaround and improved customer satisfaction across multiple pickup locations.
- Trained new employees on company procedures and service standards, reinforcing team efficiency and ensuring consistent quality.

### Jimmy Johns - Sandwich Maker/ Register

Liberty Lake, WA

02/2023 - 08/2024

- Success in this role due to strong work ethic resulting in a wage increase
- Communicated effectively to the employees and to the customers, resulting in higher morale.

## Projects

### WSU 2025 Hackathon 2025

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

### SFML Video game 2025

- Built a modular game architecture using SFML, featuring 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 outside of coursework, demonstrating self-motivation and a passion for learning and game development

✉ lucas.wehr@wsu.edu

☎ (509) 601-0556

📍 Pullman USA

## Websites, Portfolios, Profiles

- [LinkedIn.com/in/lucas-wehr-7891o](https://www.linkedin.com/in/lucas-wehr-7891o)
- [GitHub.com/lucaswehr](https://github.com/lucaswehr)

## Education

Expected in 05/2028

**Washington State University**

Pullman, WA

Bachelor of Software Engineering

GPA: 3.9

## Skills

- Software development and game design
- Team collaboration and communication
- Data structures and algorithms expertise
- Linux operating system proficiency
- C and C++ programming languages
- Object-oriented programming