



Lucien Eckert

917-689-0743 • lee48@cornell.edu • leekert.dev

1616 W. El Camino Real, Mountain View, CA 94040

Education

Cornell University, College of Arts & Sciences, Ithaca, NY

- Master of Professional Studies in Information Science, Graduated May 2023.
- Bachelor of Arts in Information Science, Graduated December 2022. GPA: 3.9.

Relevant Coursework: Advanced Game Development, Functional Programming, Object-Oriented Programming, Data Structures, Data Science, Machine Learning, Natural Language Processing, Web Design & Development.

Work Experience

Platform Engineer

June 2023 - January 2024

Emerald Cloud Lab

Remote

- Worked as a backend engineer on the Platform team, addressing bugs that arose in communicating with a large database and various internal web services that support the cloud laboratory.
- Wrote optimized and well-documented API endpoints that enabled fast retrieval of scientific data, for example refactoring sorting/filtering logic in efficient server-side Go.
- Implemented an orchestration system for remote Mathematica kernels hosted in AWS Fargate.
- Participated in an on-call rotation to triage and address critical issues as they arose during the 24/7 operation of the lab.

Software Developer

January 2021 - December 2022

AI-Learners

Remote

- Worked as a full-stack developer building a modular framework for math and logic web games using React and TypeScript, eventually supporting over 55 different games with a focus on inclusive design.
- Adopted the additional role of a project manager for one summer, planning projects and timelines, and coordinating tasks between other developers in a remote work setting.
- Ensured compatibility with assistive technologies like screen readers, adhering to WCAG standards.
- Practiced end-to-end testing with Cypress to implement robust front-end components compatible across browsers and responsive for both mobile and desktop devices.

Teaching Assistant

February 2021 - May 2023

Cornell University Computing and Information Science

Ithaca, NY

- Assisted with Intro to Computer Game Development, and Intro to Design and Development for the Web.
- Facilitated lab sessions, held office hours, and communicated technical concepts to students learning Java, JavaScript, HTML/CSS, and user-centered design concepts.

Project Experience

Ragdoll Royale

Semester-long team project for Advanced Game Design and Development. Worked as both a designer and developer on a team of 8 to develop and release a networked party game for iOS and Android using C++.

- Implemented a responsive audio and sound effect system, where the sequencing and layering of music tracks was dynamically determined based on the state of the game.
- Identified interesting design patterns to create, iterate and polish a total of 9 level designs informed by user experience and game balance testing.
- Hosted and analyzed rigorous playtesting sessions to test level designs, game feel, and general user experience against clear metrics to define informed goals for each development sprint.
- Developed detailed design documents, slideshows, and promotional posters for a final showcase event.

Technical Skills

- **Programming:** Proficient with Python, Java, Go, Rust. Experience with C++, C#, Haskell, OCaml,
- **Software Development:** Proficient with Git. Experience with Docker, AWS (Lambda, Fargate, RDS).
- **Web Development:** Proficient with HTML, CSS, JavaScript/TypeScript, React, Vue, PHP, SQL.
- **Data Science:** Proficient with R, pandas, NumPy, scikit-learn, Experience with PyTorch.
- **UI/UX Design:** Proficient with Figma, Adobe Photoshop, GIMP.