

# Lucas Patoine

1503 Guthrie Road | Smith Falls, Ontario, K7A 5B8 | (613) 257-9725

[lucaspatoine2@gmail.com](mailto:lucaspatoine2@gmail.com) | <https://github.com/lucster10> | <https://www.linkedin.com/in/lucas-patoine/>

## SUMMARY

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Dedicated Computer Science graduate with extensive experience in the field of AI, as well as a solid foundation in software development and data structures. Proficient with languages such as Python, Java, C, C#, and JavaScript. Eager to apply the skills I've built up over the last 4 years in a professional and fast-paced environment.

## EDUCATION

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### Bachelor of Computing (Honours)

September 2020 – April 2024

Queen's University, Kingston, Ontario

Specialization in AI, minor in Economics, 4x Dean's Honour List, Cumulative GPA of 3.90

Areas of Study: Artificial Intelligence (Machine Learning, Natural Language Processing, Reinforcement Learning, Genetic Algorithms), Data Structures, Algorithms, Program Language Processors, Software Architecture, Operating Systems.

### High School Diploma

September 2016 - June 2020

Notre Dame High School, Carleton Place, Ontario

Completion of child sitting Course and CPR training

Summer 2015

## TECHNICAL SKILLS

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Programming Languages: Python, Java, C#, C, JavaScript, CSS, HTML, GML, Assembly, Prolog, Haskell, Pascal, Bash

Libraries: NumPy, PyTorch, SciKitLearn, Keras, TensorFlow, Pandas, SHAP, ALE, DiCE, Seaborn, Pygame, Matplotlib

Software: Git/GitHub, Visual Studio, VS Code, Microsoft Office, Unity, Blender, Godot, Gamemaker, Davinci Resolve, Adobe Creative Suite (Photoshop, Illustrator, Animate, Premiere Pro), Canva, Krita

## LANGUAGE SKILLS

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English - Native

French – Intermediate

## SOFT SKILLS

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- Strong work ethic
- Detail oriented
- Able to work flexible hours
- Organizational skills
- Interpersonal skills
- Adaptability
- Communication & teamwork
- Problem solving

## HISTORY OF EMPLOYMENT

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### Independent Grocer

August 2017 - September 2018

Carleton Place, ON

#### *HMR / Seafood Clerk:*

- Serving customers
- Proper food preparation and handling
- Operating cash
- Opening and closing operations

## EXTRACURRICULAR ACTIVITIES

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### AMESC

January 2024 – Present

American-based news outlet for the Eurovision Song Contest

<https://sunyshore.github.io/amesc/index.html>

#### *Video Editor*

- Helped produce videos which on average garnered over 5,000 views on YouTube each.
- Collaborated with other members to record and produce videos relating to Eurovision content.
- Responsible for editing the raw footage, uploading completed videos, and captioning them in English.

### Queen's Capture the Flag

September 2022 – February 2023

Executive team responsible for organising yearly Cybersecurity themed CTF events

#### *Challenge Coordinator*

- Helped create and organize cybersecurity challenges for annual CTF event with roughly 125 participants.
- Became knowledgeable in various branches of cybersecurity in order to create difficult challenges for participants to solve.
- Communicated regularly with other challenge coordinators to ensure an even distribution of different challenge types.
- Offered technical support to participants during the event itself.
- Challenge categories included Cryptography, Steganography, Web exploitation, Binary exploitation, Reverse Engineering.

### Game Development

- 2,500+ hours across various Game Engines (Unity, Gamemaker, Godot)
- Participated in a variety of game jams and group-based game making events, helping to improve coding skills, as well as soft skills such as work ethic, leadership, and time management.

#### *CISC 226 - Game Design*

January 2022 – April 2022

- Worked throughout the term with a group of peers to develop a game in unity.
- Organized twice weekly meetings to go over progress, responsibilities, and deadlines.
- Responsible for level design, helping implement physics and sourcing assets.
- Project was showcased to students during annual Creative Computing Day event at Queen's University.

#### *Queen's Game Development Club (Member)*

June 2021 – Present

References Available Upon Request