# Lukas Froehlich

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## Objective

Seeking a Software Engineering internship that provides a space for me to expand my knowledge and tackle challenging problems.

## Experience

**Hulu – Software Developer Intern** June 2015 - August 2015
Worked on the payments team to develop a generalized anomaly detection Service. Allowed users to add queries to be monitored. Worked with the payments code base to filter out all sensitive information from the logs.
Tools Used: Python, CherryPy, Javascript, Scala, MongoDB, D3

**Design Team Member** December 2013 - April 2014
**PIGEON**, San Luis Obispo, CA
Created mockups of various UI and UX components as well as other areas of design (style guide, branding) for an emerging startup.

## Skills

**Experienced:** Python, Java, Web
Fluent in English, German, Mandarin

**Learning:** Scala, Node.js, Haskell, D3, Swift

## Education

California Polytechnic State University Anticipated Graduation: June 2017
**Bachelor of Science in Computer Engineering**
Minor: in Data Science GPA: 3.866

**Relevant Coursework:**
**CPE 349:** Design and Analysis of Algorithms
**CPE 103** Fundamentals of Computer Science III

**Achievements:**
Cal Poly Presidents List 2013-4

## Projects

**dtour – Road Trip Planner** October 2015

Uses the Google Maps Directions API as well as the Yelp API to help plan places to stop at on a road trip. The app calculates where the driver will be at meal times and suggests highly rated restaurants in that area.
Tools Used: Node.js

**Automated Device Interaction – IR Remote** August 2015

Worked on a web service to send IR commands to a raspberry pi, which were then transmitted to a living room device. A backend handled the tasks and task history while the raspberry pi hosted its own endpoint that converted commands to IR signals.
Tools Used: Python, Flask, Raspberry pi

**Poker Bot – Highly Optimized Gambling** July 2015

Created a poker game that would allow for users to connect poker bots and play poker. Components included managing various game states, win conditions and game flow.
Tools Used: Python, Flask.