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   **Learning:** Scala, Node.js, Haskell, D3, Swift
Fluent in English, German, Mandarin

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

Used the Google Maps Directions API as well as the Yelp API to plan places to
stop 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 app that would allow users to connect poker bots and play poker.
Components included managing various game states, win conditions and game flow.
Tools Used: Python, Flask.