

Lucas A Geiken

lukegeiken.com

6018 S 159th Ave
Omaha, NE 68135
(402) 214 - 8577
lgeiken@iastate.edu

Education:

Iowa State University
Graduation Date: May 2017
Current GPA: 3.39
Iowa State Honors Program

Major: Computer Science

Skills:

Languages: JavaScript, Java, C#, Ruby, HTML, CSS
Integration/ Unit Testing: SpecFlow, Jasmine, RSpec
Databases: DocumentDB, Elasticsearch, MongoDB, MySQL
Other Tech: AWS, Azure, Node.js, Service Fabric, Docker, Microservices architecture, Git

Work Experience:

Microsoft (internship): May 2016 – present

Currently working with the CodeSign team underneath the Universal Store. Development has been mostly in C# building/ testing a new Service Fabric application meant to boost performance of CodeSign's malware scanning processes. Project benchmarks include large amounts of concurrency, creating/ retrieving millions of documents per day, and required database partitioning/ performance standards.

Bunchball (internship): June 2015 – May 2016

Worked on the project as a full stack developer. I worked with JavaScript, Ruby, Docker (compose & swarm), Node.js and Angular JS. My project was building an environment testing application that spins up Docker containers for specified RSpec tests. Those tests then hit a specified environment's API from multiple Docker containers. It then grabs analytical data for DevOps to see how certain environment API's respond to request loads.

Gifasent (startup): Fall 2014 – Spring 2015

Android and iOS gif based messaging app that I co-founded. The app is written in Angular JS using Cordova and Ionic Framework. This app gave me a beginning in the start up world, which has given me insight into how companies work and how to talk to clients/investors.

Iowa State Web Development Team (student developer): October 2013 – May 2015

Worked with Iowa State clients building and updating their websites and servers.

Square Infinity (startup): Spring 2014 – current

Contracting and indie game development small business made up of five programmers and one artist. Currently working on game app for Android and iOS.

University of Nebraska-Omaha (internship): June 2013 – August 2013

Extra-Curricular:

Instructor/ Leader of Freshman Honors Course
Hackathons / Side Projects
Computer Science and Software Engineering Club