

# Lukas Unguraitis

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## Education

### University of Illinois Urbana-Champaign

Bachelor of Science in Computer Science + Philosophy, GPA 3.9/4

Urbana, IL

Expected May 2025

## Experience

### IT Intern

Littelfuse

May 2022 – June 2022

Chicago, IL

- Collaborated with a team to analyze competitor social media presence and Web 3.0 technologies, then synthesized strategy recommendations
- Utilized Python to scrape social media channels and various forms of research to inform recommendations
- Delivered comprehensive presentation to executive team, communicating complex data and analysis

### Software Development and Delivery Intern

University of Illinois Chicago - Technology Solutions

July 2022 – August 2022

Chicago, IL

- Created an inventory management interface using the MEVN stack—with MySQL instead of MongoDB, along with the usual Express.js, Vue.js, and Node.js
- Further developed a website using vanilla HTML/CSS and JavaScript as an exploratory test

## Projects

### Course Warlock | Node.js, Svelte/Vite, Python, FastAPI, Git, Docker

January 2023 – Present

- Currently developing a university course search app by integrating GPA, Professor Rating, and University API search tools using FastAPI backend and Svelte/Vite frontend
- Working with a team to implement the project, having already overcome challenges including deciphering a poorly documented University API and implementing a Node.js module in a Python app
- Building a system for regular updates of GPA datasets and instructor ratings to allow for longevity and maintainability

### MIRTH.CC | Astro, HTML/CSS, JavaScript/TypeScript

March 2023

- Created performant website using the Astro framework with a minimalist, utilitarian design.
- Implemented mobile-first structure and dynamic adaptation for different screen sizes, along with Turbolinks for a responsive single-page experience.
- Deployed on GitHub Pages using GitHub Actions.
- Achieved a perfect Google Lighthouse score across platforms, meeting performance, accessibility. and search engine optimization standards.

### Tyche Notation | Parsing, Grammar, Tabletop Gaming, Rust

April 2023

- Designed an extensible dice notation system for tabletop gaming, enabling complex nested dice expressions and plugin functionality
- Conceptualized a comprehensive grammar to handle arithmetic operations with dice rolls. Defined system of 'manipulators', 'transformers', and 'functions', paving the way for parser implementation
- Proposed the use of dice trays as an internal data structure to manage the intermediate state of dice expressions mid-evaluation, facilitating simpler evaluation, detailed history and efficient error handling

## Technical Skills

**Coursework:** Data Structures, Program Design, Discrete Math, Programming Practicum, Computer Systems

**Languages:** Python, C/C++, JavaScript, TypeScript, HTML/CSS, Rust

**Frameworks:** Svelte, Vue.js, Node.js, FastAPI, Astro, WordPress

**Developer Tools:** Git, Docker, VS Code

**Libraries:** pandas, NumPy, Matplotlib