

Lukas Unguraitis

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Education

University of Illinois Urbana-Champaign

Urbana, IL

Bachelor of Science in Computer Science + Philosophy, GPA 3.8/4

Expected May 2025

- Hive Society Improv
- Event planning for The Collective Magazine

Experience

Engineering IT Student Consultant

April 2023 – Present

University of Illinois Urbana-Champaign

Champaign, IL

- Served as IT support for staff, students, and various research groups in the engineering college, helping maintain consistent productivity in the process
- Diagnosed and resolved a variety of software, hardware, and network issues, requiring complex troubleshooting and problem-solving
- Conducted robust and cordial face-to-face communication, giving staff and students personalized technical assistance and facilitating a judgement-free environment

IT Intern

May 2022 – June 2022

Littelfuse

Chicago, IL

- Collaborated with a tight-knit team to analyze and research competitor social media presence and Web 3.0 technologies in order to synthesize strategy recommendations
- Delivered comprehensive presentation to executive team, communicating complex data analysis

Software Development and Delivery Intern

July 2022 – August 2022

University of Illinois Chicago

Chicago, IL

- Built an inventory management system using MEVN stack—MySQL, Express.js, VueJS, Node.js

Projects

Course Warlock | Python, TypeScript, GraphQL, Docker, FastAPI, SvelteKit

January 2023 — Present

- Created an all-in-one course search tool to address an unmet need
- Developed a smart query parser to dynamically identify matching courses with a single search box
- Combined live university course information with historic GPA data and professor ratings
- Deciphered a poorly documented university API
- Wrote a GraphQL Python module to facilitate interfacing with the RateMyProfessors API
- Built a series of scripts and tools for maintaining up-to-date GPA and professor rating datasets
- Established a containerized development model with Docker to make the JavaScript frontend and Python backend interface and deploy reliably across environments

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

April 2023

- Designed an extensible notation for complex tabletop gaming dice rolls
- Wrote comprehensive grammar to facilitate the lexing and parsing of the language
- Established error handling protocols for reliable performance

Mirth | JavaScript/TypeScript, Astro, HTML/CSS

March 2023

- Built an SEO optimized mobile-first SPA with 100/100 Google Lighthouse scores
- Designed a minimalist blog and portfolio with support for comments, RSS feeds, and footnotes.
- Established CI/CD through Github Actions

Technical Skills

Coursework: Data Structures, Program Design, Discrete Math, Programming Practicum, Computational Linear Algebra, Computer Systems, Algorithms & Models of Computation

Languages: Python, C/C++, Rust, Java, Kotlin, JavaScript, TypeScript, HTML/CSS, SQL

Frameworks: Svelte/SvelteKit, Vue.js, React, Node.js, Tailwind CSS, Sass, Flask, FastAPI, Astro, WordPress

Developer Tools: Git, Github, Docker, AWS, Visual Studio Code

Libraries: pandas, NumPy, Matplotlib