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EDUCATION

Virginia Polytechnic Institute and State University (Virginia Tech)

Class of 2026

Bachelor of Science in Computer Science, Minor in Mathematics - GPA: 4.0/4.0

Blacksburg, VA

- **Relevant Coursework:** Computer Organization, User Documentation, Software Design and Data Structures, Intro to Problem Solving in CS, Computer Science First Year Seminar, Intro Multivariable Calculus, Intro Discrete Math
- **Extracurriculars:** Google Developers Club, Society for Hispanic Professional Engineers, Team Tennis League

WORK EXPERIENCE

US Department of Defense - NSWC Dahlgren

January 2024/Summer 2023

Student Intern - Software Development

Dahlgren, VA (In Person)

- Automated deployment of web apps using **Ansible** and **Bash/Python scripting**
- Collaborated on a **Scrum** team using the Scrum framework and **Agile** methodologies
- Utilized **LINUX**, **GIT**, and **GITLAB** to operate software version control and conduct file management
- Ran, documented, and debugged 30+ test cases for 3 different software across 2 different revisions
- Utilized **Java Swing** and **JaCoCo** to conduct code coverage to debug and identify dead code

PROJECTS

Spotify Playlist Creator - github.io/SpotifyPlaylist

October - November 2023

School Project

- Developed program to read music input files and create a playlist based on user specifications
- Generated user-side GUI to allow for specific music recommendations and song selections
- Utilized **Java** programming language and **Java GUI API**, developed in Eclipse IDE
- Created, ran, and debugged over 30 **JUnit** test cases, and conducted code coverage using **EclEmma**

Rock Paper Scissors Game - github.io/RockPaperScissors

June - July 2023

Personal Project

- Built a Virginia Tech themed Rock Paper Scissors webpage to play against the computer
- Utilized **HTML**, **CSS**, and **JavaScript** to build the structure, styling, and functionality of the game
- Plan to incorporate into a larger site with other games and activities

Etch-A-Sketch Virtual Toy - github.io/Etch-a-Sketch

July - August 2023

Personal Project

- Developed a responsive computer-first interactive Etch-a-Sketch toy using **HTML**, **CSS**, and **JavaScript**
- Utilized JavaScript to manipulate the **DOM** and **CSS3** for transitions and mouse triggers
- Incorporated user options to change the window grid size and reset drawing
- Outlined plan to utilize jQuery to add new panel for user customization for color selection and eraser options

SKILLS/KNOWLEDGE

Programming:

- Java
- Python
- C
- JavaScript
- HTML5
- CSS3
- Linux

Design:

- CSS Frameworks
- Dreamweaver
- Photoshop

Tools:

- Git
- Ansible
- Jira
- Confluence
- DOORS

Other:

- Spanish
- Agile Methodologies
- Time Management
- Organization
- Communication

AWARDS/ACHIEVEMENTS

- Boy Scouts of America Eagle Scout Rank