Lucas Gover

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EDUCATION

University of Puget Sound - Tacoma, Wa

Aug 2019 - May 2023

Double Major in Computer Science and Political Science

TECHNICAL SKILLS

Languages: Java, Python, C, Javascript, LATEX, HTML5, R, Haskell, Prolog, and Excel.

Developer Tools: VS Code, Sublime Text, Vim, Intellij Idea

Technologies/Frameworks: GitHub, ReactJS, NodeJS, Pandas, MySQL, TensorFlow, PyTorch, D3.js

Soft Skills: Team building, Leadership, Persuasion, Communication, and Engaging writing

EXPERIENCE

Computer Science Tutor and Teaching Assistant

Sept 2022 - May 2023

University of Puget Sound

Tacoma, Wa

• Provided in-depth tutoring to undergraduate students on a weekly basis. Tutored students in upper-level courses including software development, Algorithms, Database Systems, Computer Graphics, and Artificial Intelligence.

Resident Assistant

Jan 2021 - May 2023

University of Puget Sound

Tacoma, Wa

• Served as the go-to resource for the residents of my assigned residence hall for three years. Provided support, guidance, and direction for any issues that arose. Created multiple strong and supportive hall communities of first-year students. Additionally, I acted as a role model for the student body and help to create a positive living and learning environment.

AI & ML Instructor

May 2023 – Present

iD Tech

Chicago, Il & Boston, Ma

- Creating a fun learning atmosphere for students aged 6-17, while giving students an introductory understanding of Java, Python, Artificial Intelligence, and Computer Vision with NVIDIA. Students left with strong foundations in computer science. Parents gave feedback for my classes such as "best camp ever!" and "[student] loved coding the robots and helping people!!"
- Acted as a Lead Instructor, advising and assisting instructors while teaching a course in Entrepreneurship, Leadership, & Communication for 13-17 year-old students at Kellogg School of Management

PROJECTS

Interactive Data Visualization 🗗 | D3.js, Graph Algorithms, SQL, Java

June 2023

• Created an interactive web-application to visualize movie similarities utilizing a User-Responses to learn which movies are most similar to each other, and connecting similar movies.

Published Politics Research 🗗 | TensorFlow, Pandas, MatPlotLib, Sklearn Aug. 20

Aug. 2022 - May 2023

• Leveraging contemporary Natural Language Processing (NLP) techniques, I developed and applied a sentiment analysis model to quantify the political bias in essays created by Large Language Models. Clearly communicated findings to an audience without a background in Machine Learning. Published research findings in *The Commons: Journal of Politics*.

Generative AI research 🔼 | TensorFlow, PyTorch, Python

Jan 2023 - May 2023

• Conducted research into generative AI using GANs to create artificial birdsong. Utilized recurrent neural network and transformer GAN Architectures to evaluate the efficacy of the method. Analyzed and reported on the performance of different models as well as pertinent data metrics.

COURSEWORK / SKILLS

- Data Structures & AlgorithmsOperating Systems
- Artificial Intelligence
- Database Management System (DBMS)
- Political Science Research Methods
- Capstone in Political Theory
- Capstone in Computer Science

LEADERSHIP, AWARDS, & COMMUNITY INVOLVEMENT

• Interactive Data

Visualization

First place in Puget Sound Programming Competition UWT	November 2022
Assistant Director Eco-Explorers Summer Camp Evanston, IL	May 2021 - Aug 2022
President of UPE Comp Sci. Honor Society University of Puget Sound	$\mathrm{April}\ 2022-\mathrm{May}\ 2023$
Phone Banking Wisconsin Democrats	July 2022 – Nov. 2022
Honor Court Justice University of Puget Sound Tacoma, WA	Oct 2022 - May 2023
Head of Design for The Commons Politics Journal Tacoma, WA	Jan 2023 – May 2023