Maegan A. Lucas, Software Engineer

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www.github.com/maeganlucas

SKILLS

Programming Languages: C#, Java, HTML, CSS, XAML, C, SQL, Assembly, Arduino, Python
IDE Software: Microsoft Visual Studio, Visual Studio Code, IntelliJ, DBeaver, Code::Blocks, Arduino, PyCharm, Eclipse
Git Software: GitHub, GitHub Desktop, Sourcetree
Tools: Jira, Bitbucket, Jenkins, Confluence, Scrumwise
Platforms/Frameworks: Android, iOS, Multi-Platform App User Interface (MAUI), Bootstrap, Xamarin, Flask

EDUCATION

Embry-Riddle Aeronautical University (ERAU)   Daytona Beach, Florida
Bachelor of Science, Software Engineering (Awarded 4-year academic scholarship)   May 2024
GPA: 3.89/4.00

WORK EXPERIENCE

Honeywell International, *Software Engineer I*   May 2024-Present
- Developed cross-platform (Android/iOS) applications for voice-directed workflows to   Pittsburgh, Pennsylvania
  improve warehouse labor efficiency and accuracy.
- Led the design of feature allowing display and capture of End User Consent using C# and MAUI framework.
- Debugged mobile application to implement solutions for various bug fixes.
- Experienced Agile Scrum development processes.
- Participated in Hackathon developing dark theme UI prototype for voice-directed workflow application using C#.

INTERNSHIP EXPERIENCE

Honeywell International, *Software Engineering Intern*   May 2023-August 2023
- Developed cross-platform (Android/iOS) applications for voice-directed workflows to   Pittsburgh, Pennsylvania
  improve warehouse labor efficiency and accuracy.
- Led the design and development of feature allowing signature capture, using C#, XAML, and MAUI framework.
- Developed unit tests, using C#, for new features.
- Debugged mobile application to implement solutions for various bug fixes.
- Experienced Agile Scrum development processes.
- Participated in Hackathon developing web UI for internal website using HTML, CSS, Bootstrap, and Flask.

PROJECT EXPERIENCE

Book Nook, *Individual*   Spring 2023
- Developed a SQL database capable of storing, updating, deleting, and retrieving information about two different user
  types, books, and book reviews.
- Developed a desktop program, using Java, allowing user interfacing and data manipulation within the database.
- Created an Entity/Relationship Model to display the interactions within the database.
- Analyzed database relations to ensure all dependencies met 3rd Normal Form standards.

GitHub Repository: https://github.com/maeganlucas/BookNook

Roy G. Biv, *Scrum Master,* 4-person team   Fall 2022
- Developed a desktop program, using Python, capable of detecting the color of a desired range for users with color
  blindness of any form.
- Integrated the color-detecting feature with those of the other team members.
- Contacted team members to make sure our Agile Scrum Backlog was up to date.
- Presented Context, Conceptual, and Use-Case Diagrams for our program.

GitHub Repository: https://github.com/maeganlucas/RoyGBiv

Java Scheduler, *Individual*   Spring 2021
- Coded a scheduler program using Java, capable of importing files of due dates and class schedules.
- Programmed the scheduler to save current schedule as well as recall previous schedules.
- Coded using JavaFX to display a visual schedule to the user when prompted, showing both monthly and weekly
  views.

GitHub Repository: https://github.com/maeganlucas/JavaScheduler