Mark Lucernas

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EDUCATION

SDCCD (2019-2022)
ASSOCIATE DEGREE IN COMPUTER SCIENCE
Cum. GPA: 3.92/4.0
Honors: Dean's Lister 2015 - 2016

UCSD (2022-2024)
BACHELOR'S DEGREE IN COMPUTER SCIENCE
Graduation Date: June 2024

SKILLS

ARM • Agile • Assembly • Bash scripting • C • C++ • CSS • C# • HTML • Java • JavaScript • Linux • Lua • MongoDB • MVC • Neo4j • Python • Raspberry Pi • React • SQL • TypeScript • Unix • Vim/Neovim

WORK EXPERIENCE

UCSD DERCONNECT | SOFTWARE DEVELOPER STUDENT INTERN
Aug 2022 – PRESENT | San Diego, CA

- Developed and greatly improved PLUGS website UI/UX by introducing MUI React framework and improving backend service data throughput performance by about 6000% percent.
- Designed QR code sticker and automated sticker generation for Bert devices with scripting, saving hundreds of hours of manual labor.
- Worked with researchers in generating data visualizations and data analysis for research papers and presentations.

U.S. NAVY | SEAMAN RECRUIT, E3
2018 - 2019 | Great Lakes, IL

- Navy's Advanced Electronics Computer Field bootcamp recruit.
- Held Leadership positions responsible for 80+ fellow recruits in a division that earned 2nd place out of 50+ divisions.

NOTABLE PROJECTS

UCSD CSE 110 | TEAM LEAD | HTML, CSS, JAVASCRIPT
April 2023 - June 2023 | San Diego, CA

- Led a team of 10 students in developing a fortune telling web application using Agile methodology.
- Organized and delegated tasks to team members, and managed the development of backend components.

MARKLUCERNAS.DEV | WEBSITE | MARKDOWN, HTML, CSS, JAVASCRIPT

- Personal static website blog inspired by Niklas Luhmann's Zettelkasten with over a hundred posts. Implemented RSS feed and per-post comment section with Disqus.
- Displays interactive 2D and 3D Force-Graph displaying posts' uplinks and backlinks connection in a neuron-like structure.

EZ-INSTALL | GITHUB | LINUX, BASH SCRIPTING

- Unix/FreeBSD package installer purely written in Bash for portability.
- Implemented in a make-like system that tries to install dependencies first before the main target package, with added support for hook scripts and smart reporting.

GAME OF GENERALS | GITHUB | LIBGDX, JAVA, JAVASCRIPT

- 9x8 strategy board game with cross-platform support as well as competitive AI implementation and local 2 player gaming designed using MVC pattern and Socket Programming.
- **LibGDX** rewrite of my first iteration **java-game-of-generals**.