

# Oliver Lance

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## EDUCATION

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### Carnegie Mellon University

Aug. 2019 – Dec. 2022

*Bachelor of Science in Information Systems*

*GPA: 3.79*

*Minors in Computer Science, Game Design, Human-Computer Interaction, & Creative Writing*

## EXPERIENCE

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### Google / Fuschia OS | *Software Engineering Intern*

May 2022 – Aug. 2022

- Developed a new API and demo for screen recording within the graphics team.
- Structured API to offload scheduling complexity from the client and simplify user interface.
- Had full ownership over design docs, internal workflow, implementation, unit/integration testing, fixing bugs.
- Contributed over 5k lines to the high impact project using C++.

### Google / Google Cloud Compute | *Software Engineering Intern*

May 2021 – Aug. 2021

- Worked alongside the frontend team to migrate existing AngularJS pages/components to Angular.
- Rolled out migration to over 2000 monthly users and monitored activity, latency, and errors.
- Implemented middle-end API calls for a new feature within Compute Reservations.
- Worked in a large, production level Angular project with need for extensive testing and reliability.

### Google / Open Source | *STEP Intern*

May 2020 – Aug. 2020

- Developed a full-stack website using Java Servlets, Datastore, and other Google APIs.
- Worked with Angular to develop a second full-stack website using Firebase with a team of 3.
- Implemented user authentication, profiles, data/image uploading, full-text search, and dynamic information.

## PROJECTS

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### Montavie | *SwiftUI, Firebase, Git, XCode*

Dec. 2022 – Present

*ollyplance.github.io/montavie-ios*

- Created an iOS application for sharing images and descriptions for my thru-hike on the Appalachian Trail.
- Deployed on the App Store and received 120+ downloads and tens of active daily users.
- Implemented users, comments, likes, image/location sharing, widget, map view, elegant UI.

### Web Development | *Angular, React, Rails, GCP, Firebase*

Jan. 2021 – Present

- Prototyped, launched, and developed 2 full-stack web projects in an engineering team of 3.
- Designed relational database and created application with MVC structure and 100% unit test code coverage.
- Developed a rich-text editor with Angular drag-and-drop capabilities for modular multiform content.

### Game Development | *Unity*

Jan. 2021 – May 2021

*ollyplance.github.io/game-development*

- Self-taught Unity and became coder and developer on a team of 5 individuals.
- Delivered 3 polished games with weekly deadlines, large production goals, and different time zones.
- Developed VR ping-pong game with practice for different serves, centered on user perception and experience.

## TECHNICAL SKILLS

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**Languages:** Python, JavaScript/TypeScript, C/C++, SQL, HTML/CSS, SML, R

**Frameworks:** Angular, SwiftUI, React, Ruby on Rails

**Developer Tools:** Unity, Google Cloud Platform, Firebase, XCode, Git, ArcGIS, Vim

## ACTIVITIES AND LEADERSHIP

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### Appalachian Trail Thru-hike | *2198.4 miles*

Feb. 2023 – June 2023

- Successfully planned and backpacked for 110 consecutive days carrying shelter, food, and supplies.
- Pushed myself to physical and mental limits to reach a large life goal.

### Plaidvocates | *President, Chair of DEI Committee*

June 2020 - Sept. 2022

- Organization of student-athletes committed to the well-being of CMU Varsity Athletic community.
- Organized 7+ events around campus and a DEI panel of coaches with marginalized identities.

### Carnegie Mellon Varsity Swimming and Diving

Sept. 2019 - Sept. 2022