



LUCAS SAECHAO


Computer Scientist

Inquiring and enthusiastic Computer Science undergraduate with skills in teamwork and a propensity for leadership. Strong and developed foundation in data structures, algorithms and mathematics. Seeking to start my career and leverage solid development skills with a focus on collaboration, communication, passion and creativity.

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EDUCATION

Bachelor of Science, Computer Science

California State University, Sacramento

• Concentration in Game Engineering

August 2016 — June 2021

WORK EXPERIENCE

Software Engineering Intern

WhosUp

June 2019 - August 2019

- Software development internship at an early-stage startup.
- Assisted technology team with development and implementation of web app.
- Worked with CTO to develop "lite" version of the web app for iOS, implementing essential features in a lightweight package.
- Designed application User Interface using Balsamiq, and assisted in its implementation.

Google Cloud Platform Student Innovator

Vaco San Francisco

January 2019 - May 2019

- Taught and introduced students and faculty about Google's Cloud Platform
- Hosted live demonstrations and workshops for classes and clubs such as ACM and IEEE.
- Collaborated with other employees to host a large-scale event with wide community outreach.

PROJECTS

Sid Meier's Civilization 6 Debug Tools Mod

- Collaborated on an open source debugging tool written in Lua for the video game Civilization 6.
- Enabled quicker and more efficient testing of ancillary functions for advancing game state and mod development.
- Developed for in-game use with the UI plugins provided by user FiatAccompli.

Asteroids iOS Application

- Developed for graphics programming class using CodenameOne's mobile development API and software tools for Java.
- Programmed an iOS game that would play similar to the 1979 Atari classic.
- Debugged and tested the application in agile sprints, with working models demonstrated and presented to class every 3-4 weeks.

RELEVANT COURSEWORK

- Computing Theory and Programming Languages
- Object-Oriented Graphics Programming (Java)
- Computer Organization (Verilog)
- Data Structures and Algorithm Analysis (Java & C++)
- Introduction to Systems Programming in UNIX (C)
- Software Engineering (Java & SQL; Agile Scrum SDLC)

HARD SKILLS

Tools

Eclipse, NetBeans, Atom, Visual Studio, XCode, Maven, JUnit Testing, StarUML, GitHub

Database Management

SQLPro Studio, MySQL

Languages

Java, C++, C, x86 Assembly, Python, SQL, Verilog

Cloud-Based Technologies

Google Cloud Platform

Other

Data structures, Algorithms, Graphics programming, Agile scrum development, Mobile app development

SOFT SKILLS

Communication

Teamwork

Flexibility

Confidence

Problem Solving

Self-management

OTHER ACTIVITIES

California-Nevada-Hawaii Circle K International

District Technology Committee Software Engineer

April 2018 - March 2019

- Maintained and performed backend updates to the California-Nevada-Hawaii district website.
- Deployed and shipped various tools to improve efficacy of leadership at the club level.
- Shipped tool developed using Apache POI's API for Excel to provide better UX and functionality regarding district-wide Master Records Spreadsheet.

California-Nevada-Hawaii Circle K International

California-Nevada-Hawaii Capital Division Secretary

April 2017 - March 2018

- Increased growth and retention, as well as community service hours by an average of 80% during term.