Lucas Schottler | 763-229-5934 | Minneapolis, MN Lucas@LucasSchottler.dev

LinkedIn | Github

SUMMARY

Innovative and versatile software developer with a strong background in web development, graphics programming, and software engineering. Demonstrated expertise in multiple programming languages, frameworks, and project design, with a passion for creating user-centric technological solutions.

TECHNICAL SKILLS

Programming Languages: Java, Python, C++, C, JavaScript, HTML, CSS, SQL

Frameworks: React, Ember.js, Next.js, Flask

Technologies: Tailwind CSS, Pure CSS, Firebase, PostgreSQL, OpenGL, Render.com

Tools: Git, GitHub Actions, Docker

EDUCATION

University of Minnesota

Bachelor of Science in Computer Science Graduated December, 2024

NOTABLE PROJECTS

TaskNext | Priority Task Manager

Fall 2024

- Developed a web application using Ember.js, Firebase, and Tailwind CSS
- Implemented user authentication and data persistence
- Created a responsive single-page application with dynamic task management

Culinary Cards | Recipe Website

Fall 2024

- Collaborated on a full-stack web application using PostgreSQL, Flask, and PureCSS
- Developed CRUD functionality for recipe management
- Gained expertise in backend development, database management, and team collaboration

Globe Trotter | Travel Tracking Web Application

Fall 2024

- Built a travel diary application with Ember.js and Firebase
- Designed responsive UI using Tailwind CSS
- Implemented features for location logging, photo uploads, and user interaction

Raytracer | Computer Graphics Project

Spring 2024

- Implemented a complete raytracer from scratch
- Developed advanced rendering techniques including shadows, textures, reflections, and refractions
- Worked with scene description files and complex rendering algorithms

Virtual Memory Management Simulator

Spring 2024

- Created a comprehensive virtual memory management system
- Implemented page fault handling and page replacement algorithms
- Demonstrated deep understanding of operating systems concepts

User Level Threads Library

Spring 2024

- Developed a thread library using POSIX threads in C
- Implemented advanced threading functionalities including creation, joining, yielding, and termination

ADDITIONAL PROJECTS

- Maze Search Algorithm Comparison Research Paper
- FriendCore Minecraft Plugin
- Embedded Battery Display Simulator
- Merkle Tree Generator
- File Structure Cleaner

TECHNICAL ACHIEVEMENTS

- Developed projects across multiple programming paradigms (web, systems, graphics, mobile)
- Proficient in both front-end and back-end development
- Strong emphasis on user-centric design and innovative solutions

SOFT SKILLS

- Collaborative team player
- Quick learner
- Problem-solving
- Effective communication
- Adaptable to new technologies