

Lucas Schottler

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Recent Computer Science graduate from the University of Minnesota Twin Cities with a strong focus on full-stack web development and UI/UX design. Combining technical expertise in modern web technologies with an eye for aesthetics, I've successfully delivered multiple production-level web applications. Seeking to leverage my experience in full stack technologies and responsive design to contribute to innovative web development projects.

Education

University of Minnesota - Twin Cities
Bachelor of Science, Computer Science

Graduated Dec. 2024
GPA 3.46

Work Experience

University of Minnesota: Office of Information Technology - Technology Support

June 2023 - Nov. 2024

- Time efficient user engagements to deliver productive results
- Communicating clearly and courteously to establish positive relationships
- Researching incidents to provide meaningful solutions to users
- Maintaining the values of security and confidentiality for all users

Target Corporation: New Brighton, MN - Consumables Team Member

May 2023 - Current

- Provide quality Guest assistance with respect to core responsibilities
- Work swiftly and intelligently to optimize guest experiences
- Assist management with decisions to improve sales and workflow
- Sustain meaningful relations with colleagues to enhance workplace culture

Professional Development

Culinary Cards (Flask, HTML, CSS, JS, Python, PostgreSQL, PureCSS)
Full Stack Developer | Team Project

- Developed a production-level full stack web application for sharing culinary recipes leveraging Flask for backend, PostgreSQL for database and PureCSS for styling
- Deployed the site on Render.com ensuring scalability and reliability
- Gained hands-on experience in database management, server hosting, and using CSS frameworks
- Contributed by implementing key features, optimizing the user interface, and ensuring smooth user experience

Globe Trotter (EmberJS, HTML, TailWindCSS, JS, Firestore, Firebase, Github Actions)
SPA Developer | Team Project

- A travel diary web application with EmberJS, Firestore, and Firebase for realtime storage
- Designed the UI with TailwindCSS for a modern responsive design
- Implemented features for users to log locations, add photos, tags, and people enhancing the user experience

User-Level Threads (C - Programming Language)
Developer | Class Project

- Developed a user-level thread library in C with functionality for thread creation, scheduling, and management
- Implemented both round-robin and priority-based scheduling algorithms to manage multiple threads efficiently
- Utilized UNIX signals and the setitimer function for preemption, enabling responsive thread execution
- Employed getcontext, setcontext, and makecontext functions for context switching to simulate multitasking

Technical Skills

Languages

- Java
- Python
- OCaml
- C
- C++
- SQL
- x86_64

Frontend

- HTML5/CSS3
- Ember.js
- React
- TailwindCSS
- PureCSS
- UI/UX Design
- Figma

Backend

- Flask
- Express
- Node.js
- Firebase/Firestore
- PostgreSQL
- RESTful APIs
- Database Design

Computer Science

- Data Structures
- Algorithms
- Computer Graphics
- Operating Systems
- Computer Architecture
- Design Patterns
- Object Orientated Design