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. Seeking to leverage my experience in full stack technologies and responsive design to contribute to innovative web development projects.

Work Experience

University of Minnesota: Office of Information Technology - Tech. Help Specialist January 1982

June 2023 - Nov. 2024

- Engaging user interactions to provide quality, time efficient solutions for technological issues within the University of Minnesota infrastructure of IoT
- Communicating clearly and courteously with users of varying backgrounds and skills to establish positive relationships and meaningful interaction
- Researching incidents and users' concerns to deliver productive and lasting learning experiences and resolutions
- Maintaining the values of security, confidentiality, and reliability for all users who call me for assistance

Target Corporation: New Brighton, MN - Team Member

May 2023 - Current

- Assist Guests with their questions and concerns with professionalism and courtesy in multiple departments to promote a positive shopping experience
- Quickly and properly move product from stock to shelves while investigating potential issues such as sell by dates, product rotations, damaged products, and sanitary concerns
- Provide management with solutions or suggestions on store operations to better optimize procedures to increase sales, improve Guest experience, and fix existing issues
- Sustain meaningful, lasting relations with colleagues to enhance workplace culture and employee retention

Technical Skills

- Programming Languages: Java, Python, C, C++, C#, SQL, JavaScript/TypeScript
- Frontend Technologies: HTML, CSS, Ember.js, React.js, TailwindCSS, UI/UX Design, Figma, Redux
- Backend Technologies: Flask, Express, Node.js, Next.js, Firebase/Firestore, PostgreSQL, RESTful APIs, Google Cloud Functions
- Computer Science Concepts: Data Structures, Algorithms, Computer Graphics, Operating Systems, Computer Architecture, Version Control/Git, Object Orientated Design, Machine Learning Fundamentals

Education

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

Dec. 2024, GPA 3.46

Project Experience

Portfolio Website, Frontend Developer | Personal Project

Sep. 2023 - Current

(React.js, Next.js, TypeScript, HTML, CSS, Firebase, TailwindCSS, Github Actions)

- Transformed a basic static Github.io page into a dynamic, modern web application through full-stack refactoring—migrating from vanilla HTML/CSS to React with TailwindCSS, which improved code maintainability and enabled rapid implementation of new features
- Built an automated deployment system using GitHub Actions for seamless updates to Firebase hosting, with Cloudflare integration for improved security and faster global content delivery
- Enhanced project quality by migrating from JavaScript to TypeScript, improving code organization and catching potential errors before deployment
- Redesigned the entire user interface with a focus on intuitive navigation and visual consistency, resulting in improved user engagement and accessibility across all devices

Culinary Cards, Full Stack Developer \mid Team Project

Sep. - Oct. 2024

(Flask, HTML, CSS, JS, Python, PostgreSQL, PureCSS)

- Built a professional recipe-sharing platform with Flask backend architecture, PostgreSQL database integration, and PureCSS for responsive styling and visual presentation
- Implemented CI/CD pipeline with GitHub Actions to automate deployment to Render.com, ensuring consistent uptime
- Gained hands-on experience in database optimization, cloud server deployment, and building responsive designs
- Contributed by implementing interactive components, optimizing page performance, and ensuring browser compatibility

Earthpol Insights, Full Stack Developer | Personal Project

May 2024 - Current

(React.js, Next.js, Google Functions, HTML, TailwindCSS, TypeScript, Firebase, RESTful API)

- Developed a full-stack web application that enabled a gaming community to visualize server-hosted data through an intuitive, user-friendly UI
- Implemented dynamic pages for player profiles, group statistics, in-game shops, and global server analytics, improving data accessibility for hundreds of users
- Built with Next.js, Firebase, and Google Cloud Functions, leveraging the server's RESTful API to deliver a performant single-page application with seamless backend integration