Lucas Combs

Reno, NV

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EDUCATION:

George Mason University, Fairfax, VA

BS Computer Science, May 2012

GPA: 3.3

SKILLS:

Ansible, Bash, C#, C/C++, Java, Javascript/Typescript, NodeJS, NOSQL, PhaserJS, SQL, Unity3D, Unix

EXPERIENCE:

Baker Hughes, Minden, NV - Senior Software Engineer

Nov 2018 - Present

- Full stack Android web app with C++ server, Angular JS frontend, and SQLight for industrial machine vibration analysis using Digital Signal Processing
- Implemented new charting framework for data visualization
- Improved phone battery life by 30% when using App.

Independent Contractor, Reno, NV

Jun 2018 - Nov 2018

• Backend development for cryptocurrency trading platform integrating different exchange APIs for data consolidation, analysis, and trade execution using NodeJS, and PostgreSQL database

Verisign Inc, Reston VA - Software Engineer III

Oct 2017 - Jun 2018

- Automated performance testing of server load capabilities. Turning a 2+ week task into a one click process.
- Created automated tests for DNS services using Ruby, Bash, Python and Ansible

American Receivables Corporation, Reno, NV - Founder

Apr 2017 - Aug 2017

- Created web application for data analytics and visualization for financial institutions using NodeJS and MongoDB.
- Responsible for data cleansing and standardization, as well as SQL to NOSQL Database migrations, working with AWS/MongoDB.

Bristlecone Holdings, Reno NV - Senior Software Engineer

Aug 2014 - Apr 2017

- Designed and developed microservice based Consumer Finance and Origination Platform for leases and loans comprised of an origination application, underwriting, pricing, and fraud detection microservices.
- Developed REST APIs for third parties (taxes, underwriting, pricing).
- Integrated systems with 3rd party APIs including LexisNexus, AdobeSign, Experian, Giact.
- Design and developed proprietary risk-based pricing and underwriting algorithms
- Created forward projecting financial models (predicting delinquency rates, cash recovery rates...etc.) for executives

International Game Technology, Reno, NV - Software Engineer I

May 2012 - Aug 2014

- Developed and shipped 4 slot machine games
- Created companywide language translation tool used in all game development

REFERENCES: Available upon request