

Lucas Combs

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SKILLS:

• Bash, C#, C/C++, Java, Javascript/Typescript, NodeJS, NOSQL, Postgres, PhaserJS, SQL, Unity3D, Unix, Docker, Azure

EXPERIENCE:

Grover Gaming, Greenville NC - *Senior Software Engineer*

Dec 2020 - Present

- Lead a group of 5 team members, both remote and in office.
- Team lead, and architect for green field development on remote gaming system
- Microservice based architecture using websockets for real time communication between game terminals, Unity game engine, and backend webserver
- Extensive use of docker and Azure pipelines dev-ops working with a CI/CD based workflow

Baker Hughes, Minden NV - *Senior Software Engineer*

Nov 2018 - Dec 2020

- Full stack Android web app with C++ server, Angular JS frontend, and SQLite for industrial machine vibration analysis using Digital Signal Processing
- Implemented new charting framework for data visualization
- Worked with HTML5 canvas, as well as 3JS for charting application
- Improved phone battery life by 30% when using App.

Jimmy Beans Wool, Reno NV

Jun 2018 - Nov 2018

- Code maintenance for existing application.

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 Company, 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 - *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).
- Design and developed proprietary risk-based pricing and underwriting algorithms

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

EDUCATION:

Bachelors of Science Computer Science, George Mason University, Fairfax, VA, [May 2012]

GPA: 3.3