Lucas Combs

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

EXPERIENCE:

Grover Gaming, Greenville NC - *Lead Software Engineer*   **Dec 2020 - Present**
• Led a group of 5 team members, both remote and in office
• Architect for green field development on gaming system certified by regulatory bodies
• Microservice-based architecture using websockets for real time communication between game terminals, hardware peripherals, Unity game engine, and backend web server
• Extensive use of Docker and Azure working with a CI/CD based workflow

Baker Hughes, Minden NV - *Lead Software Engineer*   **Nov 2018 - Dec 2020**
• 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
• 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