

DANE LUCAS

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OBJECTIVE

Creative and dedicated software engineer with excellent communication skills seeking a full-time position at a company that values hard work and quick learning, where I can use my experience with data structures and algorithm design to develop innovative solutions to any challenge.

INDUSTRY WORK EXPERIENCE

June 2020 – Present

Software Development Intern – Seabird Scientific

- Developed new Client-facing software, including dynamic forms that change based on dynamic data
- Performed tech evaluations for new technologies beneficial to the team, and wrote guides to assist other team members
- Coordinated with Project managers to pinpoint critical projects and refine project requirements
- Participated in high-communication Agile development

September 2017 – June 2019

Associate Programmer – Sharkbite Games, Inc.

- Balanced part-time employment with University studies
- Self-taught Unity Game engine
- Worked with software team to design and implement system architecture using C#

OTHER RECENT WORK EXPERIENCE

July 2019 – September 2019

Mail Technician – Forrest Solutions, Inc.

- Organized mail deliveries and collaborated with coworkers to enable efficient operation for T-Mobile Corporate Headquarters

UNIVERSITY CLUBS / PROJECTS

Society for Advanced Rocket Propulsion (University of Washington) September 2019 - Present

- **Avionics – NetCom Sub Team**
 - Designed and implemented a network API to enable communication between rocket systems
 - Co-leading Netcom team in second year

REFERENCES

[Available upon request.]

EDUCATION

**University of Washington
Seattle, WA**

Major: Computer Science (Allen School of Computer Science)

Minor: Entrepreneurism (Foster School of Business)

Current GPA: 3.76

Current CSE GPA: 3.65

Target Graduation: March 2021

**Garfield High School
Seattle, WA**

- Graduated in June 2017 with 4.0 GPA, unweighted
- Graduated as Valedictorian

KEY SKILLS

- C#, 2.5 years industry experience
- Java, 2 years class experience
- C++, 2 years class experience
- Algorithm design, implementation and analysis, 2 years class experience
- SQL Database design and development, 1 year class experience
- Unity Game Engine, 2 years industry experience
- Git version control, 5 years of experience
- Web design languages (HTML, CSS, JavaScript, PHP, SQL)