# Lucas H. Lamar

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## PROFILE

Dedicated, persistent, and experienced **Computer Science** student seeking **full-time** employment upon graduation. Developed several in depth applicable **projects** related to degree, both for course work, and for personal pursuit of **experience**. Currently employed and enrolled at **Auburn University.**

## EDUCATION

Auburn University, Bachelor of Science in Computer Science **3.05 GPA**                                    May 2024

## SKILLS

- C++, C, Java, JavaScript, CSS, HTML, React, Electron, Python, Git, Linux, Kali Linux, Bash, R Studio, Unity, Burp Suite, Nmap, VI, Netcat, Latex, Markdown

## EXPERIENCE

**Electron Flashcard App | Developer**                                                                      Fall 2023
**Personal Project**
- Designed and implemented an aesthetically pleasing **desktop study tool** using **Electron, JavaScript, CSS, and HTML**, bolstering user's ability to study for exams efficiently.
- Gained insight into **code signing**, communication with **file systems**, and versatile JS use cases.

**Educational Computing Fundamentals Site | Project Leader**                                               Fall 2023
**COMP 5620 UI/UX Design**
- Class project created with new Computer Science students as the audience, introducing them to essential fundamental computing concepts.
- Gained experience using **Git** in a **teamwork environment** (branches, pull requests, etc.)
- Used web development languages, JavaScript, CSS, and HTML.
- https://joy-of-computing.vercel.app/index.html

**"HAL" From *2001: A Space Odessey* | Developer**                                                         Spring 2024
**Team Project**
- Designed and implemented our representation of "HAL" from *2001: A Space Odyssey.* A desktop application written in Python, which brings to life the fictional personality of "HAL".
- Gained experience using Git version control as a team, including managing project structure, branching, reviewing merge requests, and resolving merge conflicts.
- Utilized ChatGPT API to generate human-like responses. As well as Google speech recognition and Google text to speech to covert voice recording into a workable format.

**Wordle Solving Tool | Developer**                                                                        Spring 2022
**Personal Project**
- Wrote a desktop tool that allows the user to solve the New York Times' "Wordle" game using Python's Tkinter module.

## WORK EXPERIENCE

Office of Student Services, Auburn University, AL,                                                  Spring 2024-May 2024
Tutor
- Help students in courses such as Discrete Structures, Software Construction, and Java, helping them to earn their course credit.

## INVOLVEMENT

Auburn University Tiger Dev Club                                                                           Spring 2024
Member
- Gained experience with game engine Godot which we used to develop the game "Juniper".