Lucas Shearer

🧳 https://lucas-shearer-portfolio.netlify.app/

Recent WSU graduate with a diverse background working towards a career as a software developer.

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Education

B.S. Software Engineering
Washington State University
C.S. classes GPA: 3.53
Graduated: May 2020

Technical Skills

Languages & Frameworks:
Java, C#, C/C++, SQL, Python, HTML/CSS, Angular, JavaScript, TypeScript.

Tools:
Git (version-control), Linux, GitHub, Postgre, MS Visual Studio, Visual Studio Code, Eclipse, GitKraken, Android Studio, PyCharm, Firebase, WireShark.

Projects and Extracurriculars

Minecraft Tournament Webpage
(Capstone) May 2020
- Gained experience working in an agile environment and improved teamwork skills.
- Created a Minecraft plug-in, API, and UI to run tournaments for WSU's gaming conventions.
- Created a web UI using AngularJS.
- Utilized GraphQL to extract information from our Firebase database for our front end.
- Processed and manipulated data to score players.

Rocket Space Fighter Game
(Software design and architecture course) May 2020
- Created in C# and Monogame framework.
- Used design patterns such as model view controller and factory method.
- Features: slow motion player, invincibility, enemy waves, bosses, difficulty settings, movement control options, in game pause, json file settings for easy game changes, and more.

Restaurant Searching Application
(Object-oriented software principles course) April 2020
- Created using C# and WinForms.
- Created database from Yelp using PostgreSQL.
- Used SQL calls to pull information from database and present requested information on UI.

Spreadsheet Application
(Database course) April 2019
- Created using C# and WinForms.
- Features: Save, load, cell referencing, basic arithmetic operations with working parentheses and correct precedence.

Linux Compatible EXT2 File System in C
(Systems programming C/C++ course) April 2019
- Supports core file system commands (mkdir, rmdir, etc) and file I/O operations (cat, cp, etc).
- Utilizes pointer and bit manipulation and inode management, with exact EXT2 file types and includes double indirect block support.

Crimson Code Hackathon 2020 & 2019 Participant:

Friendly Food Finder Android Application
(Crimson Code Hackathon) February 2019
- Three other students and I created this project for the Crimson Code Hackathon 2019.
- Created using Android Studio, Kotlin, Visual Studio, C#, Azure database, and public library/API.

Soft Skills

- Self-motivated
- Teamwork
- Problem solving
- Lifelong learner
- Leadership
- Time management
- Adaptability
- Communication