Lucas Amlicke

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Experience

FirmPilot AI / Miami, FL / Software Engineer / 06/2023 - PRESENT

- Helped marketers increase webpage visits for their clients by developing SEO tools.
- Collaborated with the lead engineer to build efficient tools on cutting edge web frameworks.
- Explained feature functionality to colleagues who don't code.
- Built software leveraging LLM AI APIs such as GPT-4 and Google PaLM 2 to automate social media post generation for the SEO specialist.
- Offered a part time job for Fall 2023 post internship.

RYE inc. / Santa Clara, CA / Lead Engineer / 06/2022 - 10/2022

- Created a gig platform for college students to help the elderly with daily tasks.
- Engineered solutions to realize the project management team's vision for the platform.
- Integrated a user authentication system and user-to-user rating/payment system for user safety and reliability.
- Composed comprehensive documentation for non-coders that explained how to run, maintain, and update the app efficiently.

POTOO Solutions / Norwalk, CT / Web Development Intern / 03/2020 - 07/2020

- Developed a convenient prototype web app enabling staff developers to manage and deploy web scraping scripts.
- Utilized Django, MongoDB, SQL, and AWS Elastic Beanstalk to enable efficient database querying and ensure long-term backend scalability.

Education and Skills

Santa Clara University / Santa Clara, CA / B.S. Computer Science and Engineering / 09/2021-06/2025 Relevant Coursework: Data Structures, Object Oriented Programming, Machine Learning, Embedded Systems, Logic Design, Discrete Math, Electric Circuits, Digital IC Design, Cryptography, Linear Algebra.

Certifications: Certified Cybersecurity Technician (EC-Council, 06/2023)

Frameworks/Tech: Android Studio, Angular, Apache, Django, Express.js, Firebase, Flask, Flutter, GraphQL, MongoDB, next.js, npm, node.js, NumPy, OpenCV, React, Redis, RESTful APIs, Supabase, Tailwind, Xcode, yarn.

DevOps: AWS, Azure, Docker, Git, GitHub, GCP, Kubernetes, OWASP ZAP, Postman.

SecOps: Autopsy, BurpSuite, Chrome DevTools, Kali Linux, NMap, Wireshark.

Languages: Assembly, Bash, C/C++, CSS, Dart, Go, HTML5, Jade, Java, Javascript, Lua, MATLAB, PHP, Powershell, Python, SQL, TypeScript, Verilog.

Interests: Arcade games, AR/VR, Bartending, Cooking, Electronics, Scuba Diving, Skiing, Surfing, Video Editing, Video Games, Volleyball.

Projects

Game Plan / Santa Clara, CA / INRIX / 11/2022

- Worked with a team to create a convenient solution for people using traffic APIs
- Brainstormed and built on each other's ideas, designed a mockup of our app, researched frameworks and packages to implement proposed features.
- Built and presented a mobile app to plan day trips for the user to go out and relieve the stress of researching and planning.

Voluntarius / Santa Clara, CA / SCU Association for Computing Machinery / 02/2022

- Built a mobile/web volunteering platform for community members to help each other out.
- pitched and constructively criticized each other's ideas, made a plan, then split up our team into smaller pairs to research and integrate app features.
- researched new features to create a PDF Resume for volunteers with a user authentication and rating system, geomapped job posts, PDF resume builder, user group messaging, live database, and notifications in under 24 hours.
- Developed using Flutter SDK, Google authentication, Google cloud messaging, Google maps, Node.js, and Firebase.