Lucas Klein

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EDUCATION

Indiana University, Bloomington, IN   **May 2022**
Bachelor of Science in Computer Science   **Cumulative GPA: 3.1/4.0**
Minor: Informatics

WORK EXPERIENCE

GlobalNOC - Bloomington, IN   **May 2020 - Present**
Hourly Systems Engineer
- Developed a new UI for the central database product that was deployed on 7 customer instances.
- Designed and built 3 applications working with teams of 1-3 others using JS, TS, React, Flask and SQL.
- Programmed a new networking library that reduces the amount of code needed to perform networking calls by up to 80%. This library used an ORM based syntax to interface with an existing standardized set of endpoints.
- Developed a common set of React UI components including reangrangeable UI panes (via drag and drop), tables, navigation controls, filter entry and editable property list views. This library was then used across 3 separate applications.

Apple Computers Inc.   **February 2017 - Present**
Individual Application Developer (iOS, macOS, watchOS)
- Designed, developed, and distributed 6 applications across 3 platforms with a yearly volume over 1,000,000 transactional units.
- Utilized Swift, UIKit and Swift UI for the application and Node JS, Express, and MongoDB for the backend.
- Implemented complex libraries within various Apple SDKs including; CoreCrypto, ML Kit, Security, CoreData and Combine to provide a consistent user experience and high performance.

Indiana University - Bloomington, IN   **January 2020 - August 2021**
Mobile Application Development (C323) Undergraduate Instructor
- Created and presented 3 lectures covering portions of the iOS SDK such as Notification Center, CoreFoundation, and Auto Layout.
- Expanded upon concepts taught in class to over 40 students during office hours to ensure a solid understanding of course material.
- Accommodated students with diverse learning styles and provided material in creative and new forms to accelerate learning.
- Nominated for Undergraduate Instructor of the year.

EXTRACURRICULARS

Indiana University Water Ski and WakeBoard Team - *Treasurer*   **April 2020 - April 2022**
- Ensured club funding was allocated efficiently and effectively.
- Collected over $14,000 in membership dues and managed eligibility for the team of 150+ members.

PERSONAL PROJECTS

snd.wave (iOS App Store)   **February 2018 - Present**
snd.wave is the first application to offer a yearly music summary and statistical analysis for Apple Music. snd.wave has over 750,000 users across the world and boasts features such as fan leaderboards, AI recommendations, widget compatibility, snapshot based stat tracking and more. The application has been featured in publications by **Mashable, the Verge and Inverse.**

X Glass (iOS & Mac OS, Closed Alpha)   **March 2021 - Present**
X Glass is an application implementing Microsoft's SmartGlass Protocol to enable ultra low latency game streaming to devices within the Apple ecosystem. X Glass leverages UDP along with ultra optimized low level networking code to create a near 0 latency gaming experience across a broad range of devices.

TECHNICAL SKILLS

Languages: Swift (4 yrs), JS (3 yrs), Python (3 yrs), Java (2 yrs), Bash (2 yrs), TS (1 yr), C# (1 yr), SQL (1 yr)
Platforms: REHL (2 yrs), iOS/iPadOS/watchOS/tvOS (4 yrs), macOS (4 yrs), Microsoft Windows (3 yrs)
Web Development: HTML (4 yrs), Bootstrap (3 yrs), Node (2 yrs), React (2 yrs), JSX (2 yrs), Webpack (2 yrs)
Miscellaneous: Xcode (4 yrs), Puppet (2 yrs), Make (2 yrs), Adobe Creative Suite (2 yrs), RPM/Spec (1 yr)

Interests/Hobbies: Snowboarding, Wakeboarding, PC Building, Boating, Fishing, Cars, Camping, Hiking