

LUCAS CLARK

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ACADEMIC HISTORY

University of California, Berkeley

B.A. Computer Science & B.A. Music

GPA: 3.78

August 2020 – May 2024

Berkeley, CA

Selected Coursework: *Programming Languages and Compilers, Efficient Algorithms and Intractable Problems, Computer Security, Optimization Models in Engineering, Artificial Intelligence, Machine Structures, Linux System Administration, Data Structures, Discrete Mathematics and Probability Theory, Social Implications of Computer Science, Music and Computing*

PROFESSIONAL EXPERIENCE

Endpoint Engineer

UC Berkeley - Student Affairs IT

May 2023 – August 2024

Berkeley, CA

- Configured and deployed customized software environments for non-standard Windows devices (e.g. ESports center)
- Assessed client needs and used them to develop actionable, technical solutions
- Managed iOS device deployment with Meraki MDM, ensuring security compliance and integrating with client workflows
- Redesigned Windows deployment system using modular PowerShell scripts enabling 4x faster image development
- Authored 40+ meeting notes and technical reference documents using Confluence and Google Docs
- Quickly gained proficiency in a breadth of industry tools and technologies (e.g. Active Directory, PowerShell, Confluence, HCL BigFix, Microsoft Deployment Toolkit)

Senior Desktop Consultant

UC Berkeley - Student Affairs IT

August 2022 – May 2023

Berkeley, CA

- Resolved 50+ IT support tickets, providing customer service and technical assistance for MacOS and Windows devices
- Configured, deployed, and troubleshooted dozens of computers, following and updating documented procedures
- Streamlined device deployment workflows through improvements to imaging, data entry, and Active Directory processes
- Developed and implemented efficient procedures for offboarding expired IT assets, reducing overhead for team members

LEADERSHIP INITIATIVES

Founder and President

Dance Games at Berkeley (Student Organization)

January 2022 – May 2024

- Raised \$3000 of funding and negotiated space agreement to purchase and host Dance Dance Revolution arcade game
- Configured and administered a custom-built Debian Linux desktop to run open source rhythm game software (itgmania)
- Upgraded and fine-tuned arcade cabinet hardware, ensuring a fun experience for 300+ community members

SELECTED PROJECTS

itg-cli | Python, typer, discord.py

- Command line tool and Python library for adding songs and song packs for itgmania, an open source rhythm game
- Automates tedious, error-prone terminal workflow for a 3x speedup and automatic edge-case handling
- Implements toml-based configuration files with a custom validated settings class and platform-specific defaults
- Integrated functionality with Dance Games at Berkeley's Discord bot, providing a user-friendly interface for members

Wafflecord | Rust, poise, sled

- Discord bot that provides space for users to post weekly life updates, helping keep friends connected after graduation
- Implemented multi-channel subscription support, allowing multiple Discord channels to opt into the bot's reminders
- Designed an efficient serialization system to ensure persistence across restarts or system failures
- Self-hosted on a personal Linux server, managing deployments, updates, and monitoring to ensure uptime.

Price Adjustment Calculator | Typescript, React

- Pricing calculator to help merchants adjust prices for taxes and processing fees, ensuring accurate revenue estimation
- Implemented dynamic, real-time calculations, allowing users to instantly see how different fees impact their earnings
- Automated deployments with GitHub Actions, enabling seamless updates to GitHub Pages on commits to the main branch

TECHNICAL SKILLS

Languages: Python, PowerShell, Rust, TypeScript, HTML, CSS

Tools: Linux, Command Line, React, Git, HCL BigFix, Active Directory, Microsoft Deployment Toolkit