Lucas Falslev

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EXPERIENCE:

Software Developer II, J.B. Hunt　　　　　　　　　　　　　　　　Sept 2024 - Present
Software Developer I, J.B. Hunt　　　　　　　　　　　　　　　　Dec 2022 - Sept 2024
Remote, USA
- Primary developer on an externally available tracking solution with enterprise wide integrations.
- Improved maintainability and data integrity by rewriting core services, consolidating redundant processes, and standardizing data models, event types, and timestamps.
- Migrated CI/CD from YAML/Kustomize to Helm, streamlining deployments.
- Collaborated across teams to modernize legacy systems by developing and validating new workflows. Ensured functional parity, and backwards compatibility.
- Partnered with senior engineers on solution design and mentored interns through onboarding and technical challenges.

Jr. Software Architect, Fox Pest Control　　　　　　　　　　　April 2022 - Dec 2022
Software Developer I, Fox Pest Control　　　　　　　　　　　　Jun 2021 - Mar 2022
Logan, UT
- Refactored payroll processing service to decrease processing time by 50%.
- Developed and maintained tests to increase code coverage from 55% to over 80%.
- Planned and executed a rewrite of payroll software to comply with tax law.
- Performed code reviews and aided in sprint planning for a team of 7 developers.
- Built new features and fixed bugs using PHP, Laravel, and Javascript.

Route Sales Manager, Fox Pest Control　　　　　　　　　　　　Summers 2017 - 2020
Lexington, KY
- Generated over $60,000 in 2020 and $40,000 average in 2017-2019.
- Provided sales training for first-year sales reps.

EDUCATION:

B.S. in Computer Science, University of Utah　　　　　　　　　　　　　　Aug 2021

SKILLS:

Languages & Frameworks:　　　C#, .NET, TypeScript, SvelteKit, PHP, Laravel
Technologies & Tools:　　　　　MongoDB, SQL, Kafka, ActiveMQ, Kubernetes, Git
Other:　　　　　　　　　　　　Fluent in Spanish

PROJECTS:

Workplace Leaderboard (Sveltekit, TypeScript, SQLite, Tailwind CSS)
https://github.com/lrfalslev/workplace-leaderboard
- Designed and built a full-stack web application to track workplace metrics and lottery tickets for an internal small business competition.
- Developed a RESTful API to handle CRUD operations and query data summaries.
- Integrated ApexCharts.js to render a reactive leaderboard with role-based views.

Zombiez Game (Lua, Love2D)
https://github.com/coledtaylor/hackathon
- Handled camera tracking and state logic of a 2D top-down shooter for HackUSU.