



# Lucien Eckert

917-689-0743 • lee48@cornell.edu • he/him/his • [leckert.dev](https://leckert.dev)  
Mountain View, CA 94040

## Education

---

**Cornell University, College of Arts & Sciences**, Ithaca, NY

- Master of Professional Studies in Information Science, Graduated May 2023. GPA: 4.0.
- Bachelor of Arts in Information Science, Graduated December 2022. GPA: 3.9, Dean's List.

**Relevant Coursework:** Advanced Game Development, Functional Programming, Object-Oriented Programming, Data Structures, Data Science, Machine Learning, Natural Language Processing, Web Design & Development.

## Work Experience

---

**Platform Engineer**, Emerald Cloud Lab. *Remote*.

Jun 2023 - Jan 2024

- Worked as a backend engineer on the Platform team, maintaining a large database and various internal web services that support the cloud laboratory and development processes of scientists.
- Implemented optimized and well-documented API endpoints using Go to enable faster retrieval and registration of scientific data for common use cases.
- Designed and implemented an orchestration system for Mathematica kernels hosted in AWS Fargate.
- Incorporated a custom linter for scientific Wolfram Language code as a continuous integration check on pull requests, using GitHub webhooks and Python.
- Contributed to an on-call rotation to triage and fix critical issues during the 24/7 operation of the lab.

**Software Developer**, AI-Learners. *Remote*.

Jan 2021 - Dec 2022

- Worked as a full-stack developer building a modular framework for math and logic web games using React and TypeScript, eventually supporting over 55 different games with a focus on inclusive design.
- Adopted the additional role of a project manager for one summer, planning projects and timelines, and coordinating tasks between other developers in a remote work setting.
- Ensured compatibility with assistive technologies like screen readers, adhering to WCAG standards.
- Practiced end-to-end testing with Cypress to implement robust front-end components compatible across browsers and responsive for both mobile and desktop devices.

**Teaching Assistant**, Cornell University Computing and Information Science. *Ithaca, NY*.

Feb 2021 - May 2023

- Assisted with instructing and grading for Intro to Computer Game Development, and Intro to Design and Development for the Web.
- Facilitated lab sessions of 30 students, held office hours, and communicated technical concepts to students learning Java, JavaScript, HTML/CSS, and user-centered design concepts.

## Project Experience

---

**Ragdoll Royale**

Feb 2022 - May 2022

Semester-long team project for Advanced Game Design and Development. Worked as both a designer and developer on a team of 8 to develop and release a networked party game for iOS and Android using C++.

- Implemented a responsive audio and sound effect system, where the sequencing and layering of music tracks was dynamically determined based on the state of the game.
- Identified interesting design patterns to create, iterate and polish a total of 9 level designs informed by user experience and game balance testing.
- Hosted and analyzed rigorous playtesting sessions to test level designs, game feel, and general user experience against clear metrics to define informed goals for each development sprint.
- Developed detailed design documents, slideshows, and promotional posters for a final showcase event.

## Technical Skills

---

- **Programming:** Proficient in Python, Go, TypeScript, Java. Experience in Rust, C#, OCaml, Haskell, C++.
- **Development Tools:** Proficient in Git. Experience in Docker, AWS (Lambda, Fargate, RDS, Kinesis, SQS).
- **Web Development:** Proficient in HTML, CSS, React, Vue, PHP, SQL.
- **Data Science:** Proficient in NumPy, pandas, R, scikit-learn. Experience with PyTorch.
- **UI/UX Design:** Proficient in Figma, GIMP, Adobe Photoshop. Experience with Abstract.