

## Lucas Kent

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[github.com/rukai](https://github.com/rukai), Ph: 0449 123 093, Email: rubickent@gmail.com

### Education

- Fourth year in Bachelor of IT major in Software Technology - Macquarie University (2018)
- HSC - William Clarke College (2014)

### Skills

- Languages: Rust, Python, C#, Java, C++, Lua, SQL, HTML, CSS, Javascript
- Tools: Git, Vim, Visual Studio, JetBrains IDEs
- OS: Linux, Windows

### Personal Projects

- Building [Platform Fighter Sandbox](#) in rust, it features a character editor tightly integrated with gameplay.
- Built a slow and incomplete [Gameboy emulator](#) that boots several games (2016)
- 3 Ludum Dare entries, written in Java/Processing and Lua/LÖVE (2015-2016)

### Experience

**Full-time WiseTech Global** (current employment, 2016-2018)

- I worked on CargoWise One (logistics management software)
- I worked on the web interface for an internal CI test runner. (front and backend)
- I worked on the messaging system between CargoWise One and external services such as the customs system for various countries.
- I worked with C#, BizTalk and xslt.

**Contributor to the rust ecosystem** (free time, 2017-2018)

- I have made a lot of contributions across the rust ecosystem including:
  - [Vulkano](#) - High level rust vulkan bindings
  - [Winit](#) - Cross platform rust windowing library
- I have also made some libraries of my own:
  - [Treeflection](#) - Pseudo-reflection functionality for rust
  - [Vulkano-text](#) - Text rendering for use with vulkano
  - [GGBASM](#) - Assembler for gameboy accessed via a library API

**Contributor to Dolphin** (2015-2018)

- Dolphin is the most complete Gamecube/Wii emulator with countless users
- My work consists of bug fixes to the wxWidgets interface and implementing the new Qt interface

**Part-time Bunnings Warehouse** (past employment, 2014-2016)

- Customer service - helping customers with stock and telephone enquiries
- Versatile team member, seeks out areas needing attention
- Stock organisation & replenishment

**NCSS Camp (conducted by Sydney University)** (10 days, 2014)

- I was recruited through an Australia wide selection process
- Attended daily advanced programming lectures
- Worked in a team of 14 students creating a social network (I contributed to the Python backend)

### Awards

- Placed 174th (2600 signed up teams) with 600 points in a team of 2 at Google CTF (2016)
- High Distinction in the Advanced NCSS Challenge (180/200 points) (2013)
- High Distinction in the Advanced NCSS Challenge (180/210 points) (2012)
- High Distinction in the Intermediate NCSS Challenge (190/200 points) (2011)