

# LUCCAS AMORIM

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## SUMMARY

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Computer Science college Junior eager to apply strong problem-solving skills and passion for technology in a challenging software engineering role. Solid background in full-stack development, proficient in C++, JavaScript, TypeScript, Python, HTML, CSS, and PHP. Actively learning Rust and am experienced in using React, TypeScript, Flask, and Docker for building web applications.

## EDUCATION

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B.S., Computer Science, City College of New York, New York, NY: 2026

A.S., Computer Science, Borough of Manhattan Community College, New York, NY: 2023

## SKILLS

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- Programming Languages: TypeScript, JavaScript, C#, Rust, C++, Python, PHP, Golang
- Web Frontend: HTML, CSS, React, Vue, jQuery, Three.js, Tailwind CSS, Bootstrap
- Web Backend: Flask, Django, Laravel, Fast API, Docker, AWS (S3, Lambda)
- Databases: MongoDB, Redis, MySQL, SQL Server, SSIS Packaging, Oracle SQL Developer
- 3D Technologies: GLTF, USDZ
- Soft Skills: Problem-solving, teamwork, quick learning, technical troubleshooting
- Microsoft Word, Excel, PowerPoint; Google Sheets, Docs, Slides, Drive
- Languages: English, Portuguese, Basic Spanish

## WORK EXPERIENCE

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Software Engineer • **NeARabl** • Remote • September 2023 – Present

- Engineered and deployed a high-performance GLTF export queue system (TypeScript React), resulting in a 10x+ increase in efficiency through parallel processing.
- Designed and implemented an intuitive UI tree to facilitate component selection for GLTF exports within the queue system.
- Delivered a complete GLTF to USDZ conversion feature for iOS compatibility, leveraging Python Lambda-Flask, AWS Lambda, Docker, and TypeScript React.
- Optimized backend storage costs by implementing a delta file generation system in C# deployed on AWS for comparing and storing 3D model revisions in Amazon S3.
- Enhanced backend security by upgrading user authentication using C# deployed on AWS to current best practices.
- Currently developing a feature-rich 3D model visualization website with a dashboard (Three.js, TypeScript React), enabling users to: visualize schematics stored in Amazon S3, track progress, export specific components, and add collaborative annotations.

International Technical Support Agent • **Dish Network** • Remote • April 2022 - May 2023

- Delivered bilingual (Portuguese/English) technical support to international Dish Network customers, driving positive service experiences.
- Efficiently resolved satellite TV issues remotely, ensuring uninterrupted service for a global customer base.
- Guided customers through technical processes to achieve successful outcomes.
- Diagnosed and resolved PC/software issues for support agents, minimizing disruptions and maximizing productivity.
- Documented technical solutions to enhance knowledge base and streamline support workflows.

## PROJECTS

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- Gaming Community Website (TypeScript, React, Next.js, MySQL): Built a dynamic website to showcase a gaming group, with an application and admin system and a dashboard for 115 accepted members to track stats, achievements, and events: 2024.
- Email Manager Suite (Python, React, FastAPI): Designed an API, web app, and local client for streamlined email management and organization: 2024.
- Discord Server Bot (TypeScript, Puppeteer, MongoDB): Developed a Discord bot that web scrapes a gaming server to display real-time player activity and server status for 100+ users, with attendance tracking and a calendar view: 2025.
- [GitHub](#) - <https://github.com/AlmightyLuccas>
- [Portfolio](#) - <https://lucasportfolio.vercel.app/>