

# Maegan A. Lucas, Software Engineer

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www.maeganalucas.com | www.github.com/maeganlucas

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## SKILLS

*Programming Languages:* C#, HTML, CSS, XAML, JavaScript, XML, Sass, Swift, Python, Java, SQL, C  
*Platforms/Frameworks:* Android, iOS, .NET Multi-Platform App User Interface (MAUI), Bootstrap, Flask, React  
*IDE Software:* Microsoft Visual Studio, Visual Studio Code, Xcode, IntelliJ, DBEaver, PyCharm  
*Git Software:* GitHub, GitHub Desktop, Bitbucket, Sourcetree  
*Design Tools:* Figma, Canva, Adobe Photoshop, Butter  
*Other Tools:* Jira, Confluence, Jenkins, JFrog Artifactory, Scrumwise

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## EDUCATION

Embry-Riddle Aeronautical University (ERAU) Daytona Beach, Florida  
**Bachelor of Science, Software Engineering** (Awarded 4-year academic scholarship) May 2024

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## WORK EXPERIENCE

**Honeywell International, Software Engineer I** May 2024-Present  
Pittsburgh, Pennsylvania

- Developed cross-platform (Android/iOS) application for voice-directed workflows to improve warehouse labor efficiency and accuracy.
- Prototyped and implemented an interaction-heavy feature that integrates an Optical Character Recognition (OCR) camera into a preexisting value capturing screen using C#, XAML, and MAUI framework.
- Led the design and implementation of a cross-team privacy notice consent capturing feature using C#, XAML, and MAUI framework.
- Led the design and implementation of a feature allowing display of pertinent device information in an easy-to-access location for the user using C#, XAML, and MAUI framework.
- Led the design and implementation of a new splash screen for Android devices operating on Android 12 and above using XML, C#, and MAUI framework.
- Debugged mobile application to implement solutions for various bug fixes.
- Implemented and modified unit tests to maintain coverage.
- Maintained accurate design documents for features.
- Worked with technical writers to ensure accurate documentation for releases.
- Created presentations designed to transfer knowledge of new features and changes to other internal teams.
- Created User Interface/User Experience (UI/UX) mockup options for new features.
- Led UI/UX design discussions with team members, management, and customers.
- Collaborated with team on joint features.
- Experienced Agile Scrum and Kanban development processes.
- Participated in Hackathon developing dark theme UI prototype for voice-directed workflow application using C# and MAUI framework.

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## INTERNSHIP EXPERIENCE

**Honeywell International, Software Engineering Intern** May 2023-August 2023  
Pittsburgh, Pennsylvania

- Developed cross-platform (Android/iOS) applications for voice-directed workflows to improve warehouse labor efficiency and accuracy.
- Led the design and development of feature allowing signature capture, using C#, XAML, and MAUI framework.
- Developed unit tests, using C#, for new features.
- Debugged mobile application to implement solutions for various bug fixes.
- Experienced Agile Scrum development processes.
- Participated in Hackathon developing web UI for internal website using HTML, CSS, Bootstrap, and Flask.

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## PROJECT EXPERIENCE

**NeMo Automatic Speech Recognition Website, 5-person team** Fall 2023 - Spring 2024

- Updated inherited website template to match school branding using HTML, CSS, and Flask.
- Created an Aviation Phraseology Glossary page using HTML and CSS.
- Updated website's Audio Replay page using HTML, CSS, and JavaScript.
- Created a Contact page for the project using HTML and CSS.
- Updated website's About page using HTML and CSS.
- Debugged website to maintain a functional website and clean appearance.