Lucas Tembras

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Education

University of Florida - Herbert Wertheim College of Engineering — Gainesville, FL
Bachelor of Science in Computer Science · Summa Cum Laude — *August 2023 - December 2025*

- **GPA:** 3.94; **Professional Affiliations:** Society for Hispanic Professional Engineers, ColorStack

The Honors College at Miami Dade College — Miami, FL
Associate of Arts in Computer Science — *August 2021 - May 2023*

- **GPA:** 3.99; **Highest Honors with Distinction · Honors College Fellows Award Recipient**

Skills Summary

Languages: Python, C++, JavaScript, TypeScript, Java, Rust, Go, Lua
Frameworks: React, Express, Next.js, Tailwind, Docker, Vue
Platforms: Node.js, Firebase, Vercel, PostgresQL MongoDB, Vite, Phaser, PICO-8, Kubernetes, AWS, Terraform, Datadog

Experience

Software Engineer — New York, NY
Datadog — *March 2026 - Present*

- Cut the DogstatsD processing cost by 50% CPU and 80% memory (2x and 5x more efficient), by helping close compatibility gaps in Agent Data Plane, a Rust-based data plane sidecar, as measured in production across 90 clusters and 60k nodes
- Reduce OTLP metrics memory 82% and CPU 18% consumption by scoping out and driving full OTLP metrics support in Agent Data Plane by leveraging Agent Data Plane's directed-acylic graph architecture and memory bounding techniques

Software Engineer Intern — New York, NY
Datadog — *June 2025 - August 2025*

- Implemented checksum fingerprinting using the CRC-64 hashing algorithm to more accurately identify instances of log file rotation and truncation on cloud services (i.e Azure, AWS)
- Created a cross-organization telemetry metric to track the number of truncated logs
- Expanded capabilities of fluent-bit Datadog plugin to correctly map the *task_arn* field to its complete form and include a site configuration field to give customers more control over where to send telemetry data

Development Department Manager — Gainesville, FL
The Agency at UF — *October 2023 - December 2025*

- Oversaw a team of 10+ developers delegating tasks, handling recruitment, creating internal projects, and ensuring the timely delivery of material to clients such as Disney, Frank Gathering, and the University of Florida College of Engineering
- Created the On The Pulse digital publication and content platform, exploring advertising, culture, and industry trends through a Gen-Z lens complete with a custom engine to help contributing writers seamlessly construct and publish articles with appropriate branding.

Software Engineer Intern — New York, NY
Warner Bros. Discovery — *June 2024 - August 2024*

- Reduced instances of general service errors by 14% by implementing enhanced service error reporting on web *Max* app platforms to minimize confusion between client and server errors
- Developed proof of concept schema authoring tool to reduce manual workflow needed to get schema request from different teams into client repositories using Cloudwatch, SQS, SNS, and Lambda services

Highlighted Projects

Multiplayer Typing Game (Vue.js · Go · TypeScript · Google Cloud Run · Tailwind):
Online player-vs-player typing game prototype developed using the Phaser game engine paired with a Go backend to handle server requests including lobby creation, user connect, user disconnect, and game state updates

Steam Wrapped (Python · TypeScript · Tailwind · MongoDB · Express · Next · React):
Led a team of four developers in creating and designing a full-stack web application complete with a Google OAuth for user authentication and a REST API capable of transmitting information from the Steam API to help users set, monitor, and remove related goals (i.e. Steam level, in-game achievements, and friends list count)

Culinary Compass (Next.js · Tailwind · Firebase · Yelp API · Google Maps API):
Web application and data visualization tool to help vacationers find the shortest route to take given a starting location and predefined mile radius, using a graph data structure and two heuristics for the traveling salesman problem: nearest neighbor and cheapest insertion