

LUCAS ROCCHETTI

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EDUCATION

University of Toronto

Toronto, ON

Honours Bachelor of Computer Science & Information Technology

Sept 2021 – June 2026

- **GPA:** 3.78/4.00 | Dean's List
- **Relevant Coursework:** Data Structures, Algorithms, Operating Systems, Machine Learning, Artificial Intelligence

EXPERIENCE

WinLane.GG

Apr 2026 – Present

Co-Founder & Lead Engineer | React, TypeScript, Python, FastAPI, PostgreSQL, Riot Games API

Mississauga, ON

- Grew a live League of Legends analytics platform to **500+ monthly users** by solely designing and shipping a versioned REST API, normalized PostgreSQL schema, and React 18 SPA across a full cloud deployment stack.
- Reduced API response times to **under 5 seconds** by engineering an automated daily data pipeline that pre-computes thousands of aggregated matchup records, and increased recommendation accuracy with a **multi-signal ranking algorithm** that self-recalibrates on each new data release.
- Owned full **system architecture** across backend, frontend, database, and cloud as sole engineer, deploying **CI/CD pipelines** via Vercel and Render with IP-based rate limiting at 240 req/min to ensure reliable uptime under real traffic.

City of Mississauga

Jun 2023 – Present

Technical Operations

Mississauga, ON

- Coordinated technical setup, stage transitions, and A/V infrastructure for **70+ events** across multiple seasons and leagues (Raptors 905, Toronto Rock, Steelheads, Scotties Tournament of Hearts) at venues with **5,000+ attendees**.
- Maintained operational continuity during live event production cycles by managing floor-level technical logistics and acting as a real-time communication link across **5+ departments**.

Best Buy — Geek Squad

Oct 2020 – Feb 2021

Geek Squad Agent

Mississauga, ON

- Diagnosed and resolved hardware, software, and network issues across Windows, macOS, and mobile devices using structured **root-cause troubleshooting** and diagnostic tooling.
- Performed OS installation and configuration, component-level upgrades (storage, memory), and data migration and recovery with verified integrity, communicating technical findings to non-technical customers.

PROJECTS

RocSpace | *Tauri 2, Rust, React, TypeScript, Whisper.cpp, Tokio*

May 2026 – Present

- Built an open-source **multi-agent developer workspace** in **Tauri 2 + Rust** that unifies Claude Code, Codex, OpenCode, and standard shells into a single cross-platform desktop application with isolated terminal sessions per agent.
- Architected a **two-runtime concurrency model** in Rust to guarantee a non-blocking UI across **12 concurrent terminal sessions**, separating blocking I/O from async task dispatch using Tokio.
- Shipped fully offline **AI voice dictation** via an on-device speech pipeline in Rust using Whisper.cpp, with native audio capture, automatic resampling, and crash-safe model downloads — no data leaving the machine.

NHL Player Dashboard | *React, TypeScript, Recharts, NHL API, Vercel*

Apr 2026

- Delivered instant navigation across a **23,000+ player** analytics platform by engineering a **session caching layer** that cuts all repeat lookups to zero network requests within a session.
- Eliminated stale and out-of-order results with a live search engine using **300ms debouncing** and automatic in-flight request cancellation, ensuring only the most recent query resolves.

PathwayR | *React, Node.js, Supabase, Vercel*

Jan 2026 – Apr 2026

- Collaborated with an existing product team to expand platform authentication, personally building a **role-based auth system** supporting 3 distinct user roles — students, mentors, and professors — with institutional email verification enforced at registration across **4 universities** and **1,500+ indexed professors**.
- Reduced unauthorized account access by engineering a manual approval pipeline for mentor and professor accounts, requiring admin verification before granting access, strengthening data integrity across 500+ tracked awards.

LEADERSHIP & COMMUNITY

Google Developer Student Club — UTM

Sept 2024 – Apr 2026

Student Developer

Mississauga, ON

- Placed **Top 3 at DeerHacks** hackathon, leading a team to build and ship a real-time two-player web game in React with Nash Equilibrium game theory mechanics, presented to a panel of judges under hackathon constraints.

TECHNICAL SKILLS

Languages: Python, TypeScript, JavaScript, Rust, Java, C++, C#, SQL, HTML, CSS

Frameworks: React, Node.js, FastAPI, pandas, NumPy, scikit-learn, PyTorch, Tailwind CSS

Developer Tools: PostgreSQL, Supabase, Docker, Git, GitHub, Bash, pytest, CI/CD

Cloud & Systems: AWS, Vercel, Render | Linux, Unix, macOS, Windows