

Lucas Combs

(804) 212 - 5313 | combs.lucas@protonmail.com | lucascombs.me

SKILLS:

Languages: JavaScript/TypeScript, Node.js, Python, Bash, C#, C/C++, Java, SQL

Infrastructure: Docker, Kubernetes, Jenkins, Bamboo, Artifactory, Linux, NGINX

Cloud: AWS, Azure

Data: PostgreSQL, MongoDB (NoSQL)

Game Development: Unity3D, Godot, PhaserJS, Three.js

Real-time: WebSockets, SignalR

Testing & Automation: Playwright, Puppeteer

EXPERIENCE:

DraftKings, Remote - *Lead Software Engineer*

Sep 2022 - Feb 2026

- Led a team of 4 engineers on the Game Platform team, owning architecture and evolution of the studio's Game Development Kit (GDK) across Unity (C#) and a proprietary JavaScript/Three.js engine.
- Designed and implemented reusable SDK libraries and shared feature modules to standardize gameplay logic, analytics instrumentation, and promotional integrations across 80+ regulated web-based casino titles.
- Implemented gamified marketing promotions alongside core game development features, allowing easy integration of the two
- Developed internal tooling to support SDLC workflows, and deployment analysis across distributed game teams and external partners.
- Implemented AI-assisted smoke testing and release validation tooling to improve deployment confidence and reduce production regressions in a regulated environment.

Grover Gaming, Greenville NC - *Lead Software Engineer*

Dec 2020 - Sep 2022

- Led a group of 5 team members, both remote and in office
- Architect for green field development on gaming system certified by regulatory bodies
- Microservice-based architecture using websockets for real time communication between game terminals, hardware peripherals, Unity game engine, and backend web server
- Extensive use of Docker and Azure working with a CI/CD based workflow

Baker Hughes, Minden NV - *Lead Software Engineer*

Nov 2018 - Dec 2020

- Full stack Android web app with C++ server, Angular JS frontend, and SQLite for industrial machine vibration analysis using Digital Signal Processing
- Implemented new charting framework for data visualization
- Worked with HTML5 canvas, as well as Three.js for charting application
- Improved phone battery life by 30% when using App

Earlier Experience

May 2012 - Nov 2018

- **Verisign Inc** (Software Engineer III) – Server Performance Testing
 - **Bristlecone Holdings** (Software Engineer) – Consumer finance platform (origination, underwriting, pricing, fraud detection)
 - **International Game Technology** (Software Engineer I) – Shipped 4 slot machine games, and built a companywide language translation tool adopted across all game development.
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EDUCATION:

Bachelors of Science Computer Science, George Mason University, Fairfax, VA, [May 2012]

GPA: 3.3