

Luca Bancroft

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EDUCATION

University of Georgia

Bachelor of Science, Computer Science

Athens, GA

December 2027

Major GPA: 3.0/4.0

University of Alabama

Bachelor of Science, Computer Science

Tuscaloosa, AL

2023 - 2024

Major GPA: 3.7/4.0

RELEVANT COURSEWORK

Systems Programming, Data Structures in C++, Data Structures, Software Development, Discrete Mathematics, Website Development, Linear Algebra

TECHNICAL SKILLS

Programming Languages: SQL, C, C++, Java, Python, JavaScript

Frameworks/Libraries: Git, CSS, HTML, Next.js, React

Skills: MySQL, Next.js, Drizzle ORM, Tailwind CSS, Spring Boot, Linux, Unix, Microsoft Frontpage

PROJECT EXPERIENCE

GiveGuard - Nonprofit Fraud Detection System | *React · Tailwind CSS · Python · FastAPI · Google Gemini API*

Group Contributor

April 2026

- Built a full-stack real-time fraud detection platform that intercepts nonprofit nominations on pay-by-bank donation platforms, running each submission through a multi-stage verification pipeline.
- Engineered a **Python-based rules scoring engine** that queries the **ProPublica Nonprofit API** as the primary data source and falls back to the **IRS EFTS index** directly.
- Integrated the **Google Gemini 2.0 Flash API** to generate plain-English fraud risk summaries.
- Built for the UGA Developers on Wall Street Fintech Hackathon.
- https://github.com/luca-bancroft/GiveGuard_Fraud_Defense

Minecraft Skin Editor | Personal Project *Next.js · TypeScript · React · CSS · Vercel*

Sole Contributor

March 2026 - April 2026

- Designed and built a browser-based Minecraft skin editing web application from the ground up using **Next.js 14** with the App Router, leveraging **TypeScript** throughout for type-safe component architecture and maintainability.
- Implemented pixel-level canvas manipulation logic to enable real-time skin editing, handling 2D texture mapping that corresponds to a Minecraft character's 3D geometry.
- Deployed the application via **Vercel** <https://mcskineditor.vercel.app/>
- <https://github.com/luca-bancroft/mcskineditor>

Mock Trial Team Builder | *JavaScript · HTML · CSS*

Sole Contributor

February 2026 - April 2026

- Built a browser-based team balancing tool for mock trial competition management, accepting player rosters with individual attorney and witness performance scores as input and algorithmically distributing members across Team A and Team B to produce competitively balanced lineups.
- Implemented the core **balancing algorithm in vanilla JavaScript**, processing multi-dimensional player score data (attorney score + witness score) to optimize team equity without relying on any external libraries or frameworks.
- <https://github.com/luca-bancroft/mock-trial-scheduling-assistant>

RELEVANT EXPERIENCE

Learning Ridge - STEM Velocity

Atlanta, GA

Assistant Teacher

May 2024 - August 2025

- Led hands-on STEM classes in subjects such as natural sciences, robotics, and computer science for students aged 5-13.
- Assisted in teaching programming fundamentals using the C language, helping students build a strong foundation in logic and computational thinking.
- Managed classrooms of up to 30 students while guiding interactive projects that encouraged teamwork and problem-solving.

Association for Computing Machinery

Athens, GA

Member

August 2024 - Present

- Regularly participate in technical workshops focused on software development, algorithms, and coding interview preparation.
- Engage in hands-on coding sessions and collaborative projects to strengthen programming, debugging, and problem-solving skills.
- Attend recruiter and developer events to stay informed about current technologies, tools, and industry practices.

INTERESTS

Fishing, Amateur Boxing, Travelling, Frontend Development, Artificial Intelligence/ Machine Learning, Photography