

Jack Lenhart

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EDUCATION

University of Florida

Bachelor of Science in Computer Science

Expected May 2029

Gainesville, FL

TECHNICAL SKILLS

Languages: Python, TypeScript, Java, C++, Lua/Luau

Frameworks & Libraries: React, FastAPI, Flask, scikit-learn, LIME

Developer Tools & Technologies: Git, GitHub, OpenAI Codex, Monaco Editor, Yjs, WebSockets, WebAssembly, Web Workers, Model Context Protocol (MCP)

Concepts: Object-Oriented Programming, Data Structures & Algorithms, A* Pathfinding, PID Control

EXPERIENCE

Game Engineer

CFront Interactive LLC

Feb 2023 – Present

Remote

- Built and scaled production game architecture and live content supporting **2M+ community members** and **20M hours** of player engagement.
- Implemented step-level onboarding funnels analyzing behavior across **100K+ players** to identify tutorial drop-off points and evaluate onboarding changes using production analytics.
- Architected a modular animation system supporting **100+ interchangeable components** and millions of possible character configurations.

Computer Science Teacher

theCodersSchool

Jul 2024 – Aug 2026

Florida

- Taught programming fundamentals, **Data Structures & Algorithms**, and software development using Python, Lua, and Scratch to students aged 12–16.
- Developed individualized, project-based curricula emphasizing problem-solving, debugging, and independent software development.

PROJECTS

Online Collaboration IDE | *React, TypeScript, Python, FastAPI, WebSockets, WebAssembly*

Aug 2026

- Built a browser-based collaborative IDE with Monaco Editor, shared project files, room-based invitation links supporting **up to 50 concurrent collaborators**, and real-time cursor and code synchronization using Yjs and WebSockets.
- Engineered isolated browser execution for Python, JavaScript, TypeScript, Lua, and SQL using Web Workers and WebAssembly, including output capture, error reporting, automated tests, and execution timeouts.

3D A* Pathfinding Framework | *Lua*

May 2025

- Engineered an object-oriented 3D A* pathfinding framework supporting **50+ concurrent agent paths**, custom node layouts, and runtime path invalidation.
- Designed dynamic node management to recalculate layouts, invalidate nodes in real time, and emit state events for reliable navigation.

Omnidirectional Robotics | *C++*

Aug 2025

- Designed and built an autonomous omnidirectional robot using CAD, 3D printing, mecanum wheels, embedded sensors, and C++, enabling **360-degree planar navigation**.
- Engineered a “True North” PID control loop using gyroscope and encoder input to counteract friction and maintain directional accuracy.

LEADERSHIP & RECOGNITION

Community Feedback Program Member

Roblox

Mar 2024 – Present

Remote

- Collaborate directly with Roblox engineers across **5+ internal teams** through one-on-one meetings and focus groups to test unreleased developer tools and deliver technical feedback informing developer-facing product decisions.

Selected Creator, Roblox Developers Conference & Inspire Café

2025–2026