Luke Belch

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Mobile Developer with expertise in cross-platform development. Proven ability to design, develop, and deploy applications, with experience in UI/UX optimization, performance tuning, and integrating APIs. Successfully launched and maintained apps with a growing user base.

TECHNICAL SKILLS

- DartAndroid
- Studio
 Google
 Play

Console

FlutterXcode

App Store

Connect

• Firebase

Git / GitHub

MongoDbCI/CD

• UI/UX Design • Agile / Scrum • SQL

- React Native JavaScript
 - Google Maps Push
 API Notific
 - Notifications
 Firebase
 Security rules
- TypeScript
 - App Store Deployment
- DeploymentRESTful APIs

EXPERIENCE

SpiritMap | *Mobile App Developer* | Whitchurch-Stouffville, ON

April 2023 - Present

- Developed, designed, managed, and published SpiritMap, a social media platform for Geo-Tagging paranormal stories using Flutter, Dart, Google Maps API, and Firebase.
- Implemented Google Maps API for interactive location-based markers, enabling users to pin and explore stories worldwide.
- Integrated Firebase Security Rules and App Check to enhance user data protection and prevent unauthorized access.
- Led UI/UX design, ensuring an intuitive, responsive, and visually appealing interface across Android and iOS.
- Developed and managed push notifications via Firebase Cloud Messaging to improve user engagement.
- Grew the platform to 1,000+ registered users, achieving a weekly 6.66% App store conversion rate through targeted ASO.
- Achieved a 99.9% crash-free rate, ensuring a stable user experience across Android and iOS.
- Reduced Firestore reads by over 100% via pagination and caching, optimizing performance and lowering backend costs.
- Implemented Google AdMob custom native banner ads to monetize the app, laying the foundation for future revenue growth.
- Successfully published and maintained the app on both Google Play and App Store, managing the entire CI/CD pipeline.

Code Ninjas | Software Instructor | Whitchurch-Stouffville, ON

March 2024 - Present

- Developed and delivered comprehensive coding curricula for students aged 7-16, covering JavaScript, Python, C#, and game development using Unity.
- Conducted code reviews and provided constructive feedback, improving students' coding skills and adherence to coding standards
- Collaborated with other instructors to create and maintain a centralized repository of learning resources and coding exercises.
- Implemented version control (github) to backup/maintain student Unity projects.
- Designed and implemented a student testing administration software system using React that is now being used within the learning center.

EDUCATION

Davenport University | Grand Rapids, Michigan

August 2023

Bachelor of Science in Computer Information Systems - Specialization in Programming

GPA - 3.93/4.0

• Graduated with Highest Honor - President's List

Seneca College | Toronto, Ontario

April 2022

Ontario College Advanced Diploma (OCAD) in Computer Programming and Analysis

CERTIFICATIONS

Google Project Management | Certificate

November 2024

- Gained experience with Agile and Scrum methodologies to manage software development projects, improving workflow efficiency and team collaboration.
- Created project documentation and Utilized risk management techniques to identify and mitigate potential issues in development cycles, enhancing project success rates.