**Luke Miller**

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Phone: (317) 313-0430

Indianapolis, IN

**Skills:**

I have had exposure to Python, C#, and C++

Exposure to LabVIEW, familiar with Git version control, proficient in Microsoft Office (Word, Excel, PowerPoint), exposure to Visual Studio, Unity3D, and Adobe Photoshop, have learned some electrical theory in my engineering courses

**Education:**

University of Cincinnati, OH Completed 12 credit hours

College of Engineering and Applied Science GPA: 3.148

Bachelor of Science in Computer Science

North Central High School, Indianapolis, IN Class of 2020

Honors Diploma GPA: 4.1

**Involvement:**

College:

* Member of the Engineering Living Learning Community

High School:

* Varsity football (2018 – 2020), J.V baseball (2017-2019), yearbook (2018 – 2019), Junior SPECtacular(fundraiser in which the Juniors write and perform a skit to raise money for prom) (2019)
* Have a lot of experience working in diverse teams

**Work Experience:**

**Grounds Crewman**, Bridgewater Golf Course, Westfield, IN April 2021 – Current

* Perform a wide variety of tasks to maintain the golf course every day
* Interact with club members and coworkers in a respectful and friendly manner
* Operate expensive equipment in a responsible and safe way
* Provide maximum effort and work at a speed that respects my employer’s time and money

**Cook**, Chick-fil-a, Indianapolis, IN March 2020 – May 2020

* Sanitized the kitchen to maintain a clean cooking environment
* Communicated with coworkers to work efficiently and safely in a small space
* Cooked food in a manner that satisfied the customer and upheld the Chick-fil-a brand

**Cook/Support** at Mackenzie River Pizza Co., Indianapolis, IN November 2018 – January 2020

* Coordinated with a team in the kitchen
* Communicated with customers in order to serve them to their satisfaction
* Instructed new employees on how the kitchen runs
* Communicated with co-workers to foster a productive work environment, including co-workers who were non-native English speakers

**Projects:**

* Designed a robot for disaster relief clean-up using Brick Link Studio software and coded it with LabVIEW to follow a path based on what material it was carrying
* Designed and developed a video game in C# where a player flies a ship through an obstacle course