Luke B. Peterson

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EDUCATION Bachelor of Science, Computer Science

University of Minnesota, expected Summer 2016

Concentration: Geographical Information Systems

COMPUTER SKILLS

Languages & Software: C, Python, C++, Ruby, Meteor, Postgres, HTML5, Javascript, Annual Control of Control o

 $PHP,\, OpenStreetMap,\, OpenLayers$

EXPERIENCE

Software Engineer Intern

Jan 2015 - Aug 2015

AcuStaf Software Development Corporation, Minneapolis, MN

- Developed a GUI testing framework for software web portal
- Developed or improved several communication features within the application
- Developed and roll out software thin client on OS X and Windows.

Teaching Assistant

Sept 2014 - Dec 2014

College of Science and Engineering, University of Minnesota

- Collaborated with instructors and faculty to plan, organize, and deploy weekly lessons.
- Acted as a point person for any questions from students as well as taking lead role on student involvement.

Student Systems Staff

Sept 2013 - May 2014

Institute for Mathematics and its Applications, Minneapolis, MN

- IT support for 30+ staff, postdocs, and visitors
- Displayed strong communication and customer service by helping staff with computer hardware and software maintenance, upgrades, installation, and deployment.

COMMUNITY SERVICE

CSE Volunteering

- Heavily involved in CSE, including volunteering at several career fairs and homecoming events
- Regular volunteer for CSE career fairs and UMN homecoming.

CSE Student Mentoring

 Past TA for CSE 1001 as well as CSE First year mentor and CSE International Ambassador.

Science and Enginnering Student Board

• Served as webmaster for the group as well as helping with group events; including card making for children at the Masonic Childrens Hospital, Fundraisers like the Freezin' for a Reason 5k, and more.

2013 Welcome Week Leader

• Over 100 hours volunteered