

# Luke Aldover

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A results-driven software developer with expertise in collaborative problem-solving, debugging, and user-friendly design, bringing innovation and dedication to every project.

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## Education

**University of Utah** - Bachelor of Science, Computer Science

Anticipated Graduation: May 2026

- **2022, 2023, 2024** Dean's List Academic Achievement Award
- **Relevant Coursework:** Data Structures and Algorithms, Algorithms, Software Practice 1 and 2, Linear Algebra, Discrete Math, Computer Organization, Computer Systems, and Computational Geometry.
- **Technical Coding Club:** Honed technical programming skills in preparation for the International Collegiate Programming Contest in a team of 3 colleagues.

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## Programming and Technical Skills

**Languages:** Python, Java, C#, C++, JavaScript, HTML, CSS, MySQL, C.

**Tools:** Version Control (Git), Docker, MAUI, Qtcreator

**Skills:** Statistics, Mathematics, Algorithm Efficiency Analysis,

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## Personal Projects

**Spreadsheet** - Full-stack Developer

Feb 2023 - Mar 2023

- Developed spreadsheet application using MAUI to develop mastery of C#, self teaching, documentation and git.
- Used pair programming to ensure best design decisions, and smooth operation while developing in a team.
- Assessed development process weekly, noting effectiveness, analyzing strengths and weaknesses, and making plans to improve collaboration and effective software practices.

**Agario** - Full-stack Developer

Mar 2023 - May 2023

- Developed a real time multiplayer game based on *Agar.io* using C# Networking, JSON, and SQL.
- Updated data and analyzed data in SQL sheets from client server connections in real time to ensure proper handling of live map and player data.

**Sprite Editor** - Full-stack Developer

Nov 2023

- Worked in a team of 6 peers to plan and create a sprite editing software, developing front end ui skills.
- Performed real industry software development strategies, using UML diagrams, scrum meetings, sprints, project boards, and efficient delegation of tasks.
- Presented project to a class of peers demonstrating core functionality and additional features.

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## Professional Experience

**Steve and Kate's Camp** - Counselor/Media Lead

May 2024 - Aug 2024

- Supervised 200+ children daily, ensuring safety and well-being.
- Resolved conflicts and ensured enjoyment among children ages 4 - 14.
- Planned and led activities such as movie making, stop motion animation, and sports.

**R10 Social House** - Busser/Food Runner

Feb 2022 - Aug 2022 ; May 2024 - Aug 2024

- Coordinated with kitchen staff to determine timely delivery and accuracy of food orders.
- Mentored 4 new staff members on cleaning and service procedures.
- Delivered smooth and timely service to patrons by anticipating customer needs.