

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.

Education

University of Utah - Bachelor of Science, Computer Science

Anticipated Graduation: May 2026

- **2022, 2023** Dean's List Academic Achievement Award
 - **Relevant Coursework:** Data Structures and Algorithms, Software Practices 1 and 2, Linear Algebra, Discrete Math, Computer Organization, and Models of Computation.
 - **Robotics Club:** Collaborated with a multidisciplinary team to design, build, and program a robot for the NASA LUNABOTICS competition and won \$2,000 in prizes.
 - **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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Professional Experience

R10 Social House - Busser/Food Runner

February 2022 - August 2022

- 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.

Private Tutoring - Self employed

May 2018 - August 2020

- Tutored 5 days a week ensuring completion and understanding of homework and course material.
 - Coordinated with teachers on lesson plans to foster mastery of current topics and prepare students for future lessons.
 - Focused on time management, emphasizing efficiency in order to complete assignments quicker, and making proper use of resources to support learning.
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Personal Projects

Spreadsheet - Full-stack Developer

February 2023 - March 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

March 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

November 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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Programming and Technical Skills

Languages: Java, C#, C++, JavaScript, HTML, CSS, and MySQL

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