

LUKE LEGGIO

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Objective

Software designer and engineer at a startup or large organization, to both better my skills and knowledge of the field, as well as improve the companies profitability and software line.

Experience

Software Development Intern Jun 2014 to Sep 2014
Hewlett-Packard - Roseville, CA

Tasked to build an Android application based off of an experimental networking feature. I was in charge of the design and development of the application with one other partner. Simultaneously learned the Android OS, location based networking, and design paradigms associated with mobile applications.

Software Development Intern Jun 2013 to Sep 2013
Hewlett-Packard - Roseville, CA

Designed and created networking debug software to use internally for the team and department. Learned the Perl scripting language and valuable knowledge of console programming, network design, and large enterprise work flow.

Education

Bachelor of Science, Computer Science 2015
University of California Davis - Davis, CA, United States

Attended 2012-2015, Graduated June 2015

Undergraduate course work in computer science 2010
Sierra College - Rocklin, CA, United States

Attended 2010-2012

Technical Skills

<u>Skills</u>	<u>Skill Level</u>
C++, Java, Perl, C#, CSS, JQuery, Javascript, HTML 5	Excellent
C, Python, PHP, MySQL	Good
Windows, Linux, Android Dev, Mac OSX	Excellent
Unity 3D Engine	Excellent
MatLab, FruityLoops, Photoshop, SDL 2	Good

Extra-Curricular Activities and Skills

-www.lukeleggio.com

- I build and fly my own quadcopters and fixed wing planes from scratch (awesome proof on request)

-Game design and creation in my free time, either in C++ with the SDL 2 libraries, or in C# with Unity Engine, cross platform but mainly Android based

-Have traveled the world from Europe to South East Asia and Japan, learning valuable money and time management skills as well as a deeper understanding of world culture and ethics

-Volleyball intramurals