Luke LaValva

Software Engineer



GPA: 3.9

CONTACT e-mail: lukelavalva@gmail.com LinkedIn: luke-lavalva

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EDUCATION Rowan University, Glassboro NJ May 2022

Bachelor of Science in **Computer Science**

Sole recipient of the Outstanding Senior Award

Member of the CS Honors Society (UPE)

Bachelor of Arts in Mathematics

Minor in **Sociology**

TECHNICAL Programming Languages: JavaScript/TypeScript/Node.js, C/C++, Python, Java

KNOWLEDGE Programming Skills: Machine Learning, OOP, Git/GitHub, CI/CD

Framework and Tools: React, Angular, Atlassian/MongoDB, MySQL, Docker

Miscellaneous: Blender/AutoCAD, Embedded Systems, Technical Writing/LATEX

RELATED GiveSignUp | RunSignUp

EMPLOYMENT Full Stack Developer / Software Engineer May 2021 - February 2022

Developed software for the GiveSignUp | RunSignup platform and worked with a large codebase written primarily in PHP and JavaScript with a MySQL database. Constructed APIs for GiveSignUp, worked on UI/UX design, and implemented

various other features.

Bristol Myers Squibb at Rowan University

Research Contractor - DevOps & Front-end September 2020 - May 2021

Built a framework to connect backend Natural Language Processing algorithms

operating on patent data to a user-facing frontend.

Rowan University Math Department

Student Researcher - ECOC Machine Learning February 2019 - April 2021

Developed an optimal n-ary matrix construction that was used to improve

ensemble learning with Error-Correcting Output Codes, resulting in two publications.

Vericle/eSpoc

Front-end Development Intern

ent Intern January 2018 - June 2018

Used TypeScript with Angular 6 to develop a user interface for the company's bug

report and feature request system.

OTHER MindBytes Math & CS Teacher June 2020 - September 2021

EXPERIENCE Corey Waters @ Rowan Student Teaching Internship January 2020 - May 2020

Rowan CS Dept Tutor / TA September 2019 - December 2020

Dr. J's Window & Screen Window Repair Technician Summers 2018 - 2019

PUBLICATIONS Optimal N-ary ECOC Matrices for Ensemble Classification SSCI 2021

Ensemble Learning using ECOC: New Classification Error Bounds IEEE ACTI 2021

EXAMPLE PROJECTS

TensorBeatMIDI music generation AI with an interactive keyboard frontend
Collaborated with a team of software developers to web scrape over one million
songs and perform feature extraction before storing them in an Atlassian database
before using them to train a responsive music generator.

Project TitanAutomated Phone System and IM Tool For Amusement Parks
Lead a team to design and implement a voice-based user interface for amusement park ride operators and employees to log information to a database.

Cows, Bulls & BeyondInteractive academic paper analyzing code-breaking games
Wrote an analysis of code-breaking games that includes dozens of interactive components that help to enhance understanding for readers. Available on my website.

Nodevember 2020 Daily challenge to create procedural designs with severe limitations Created 30 procedural shaders on primitive objects with Blender's Shader Nodes in response to daily prompts. Available on Twitter <u>@LaValva_Luke</u>.

REFERENCES

Bob Bickel GiveSignUp | RunSignUp | Pavithra Lakshminarayan MindBytes

Tom Monardo Dr. J's Window & Screen Hospital

Hieu Duc Nguyen Rowan Mathematics

Gabriella Hristescu Rowan Computer Science

Sharon McCann Rowan Sociology

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