Luc Boettner https://luc.gg/

San Francisco email@luc.gg (831) 200 3298

## **Skills:**

• Fluent trilingual: English, French, German

Backend: Node.js, flask, Ruby on Rails, Django

Frontend: Angular, Angular, React, React-Native, Raw html/css/js
Languages: Javascript/Typescript, Python, C# (unity), Ruby, PHP

Databases: Mongo (most familiar), postgress, mysql

• Tools and misc: Git, Linux, Docker, Unity3D, Gimp/PS, Maya/Blender, Premiere

## **Notable Projects:**

Partum React: An angular-like cli for react. <a href="https://npmjs.com/package/partum-react">npmjs.com/package/partum-react</a>

**Regeng:** A ruby gem which takes plain English text and translates it to regular

expressions. rubygems.org/gems/regeng

For more notable projects, please refer to <a href="https://luc.gg/projects/">https://luc.gg/projects/</a>

## **Relevant Work Experience:**

**Backend Lead** Aug 2019 - present

Yoke (industry collaboration)

- Lead rails backend design and implementation
- Quickly got teammates with no ruby experience up to speed with rails development

**Teacher Assistant** Dec 2018 – Jun 2019

Product College

- Helping students get unblocked with various projects
- Explaining and enforcing good coding practices
- Walking students through the debugging process while explaining how they could improve their code

**Intern** Jul 2017 – Dec 2017

Hospitality Pulse

- Front end development of internal tools and public facing api documentation
- Delivered reliable and stable code, including unit tests for middle tier (PHP) and frontend (Angularis)

**Side project** (failed) Aug 2015 – Aug 2017

Highwalker Studios

- Designed and created a top down zombie shooter from the ground up.
- Supported over 500 zombies on screen with physical bullets on an LG G3