

Luc Boettner

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Education

BS Applied Computer Science
Dominican University, August 2020

Experience

Teacher Assistant Dec 2018 – Present
Product College

- Helping students get unblocked with their 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 (AngularJS).
- PHP, Javascript, HTML, SCSS

Founder Aug 2015 – Aug 2017
Highwalker Studios

- Designed and created a mobile top down zombie shooter from the ground up.
- Supports several hundred zombies on screen at the same time. (up to 500 on an LG g3)
- Created highly efficient shooting system with physicalized bullets.
- Created and published 4 Unity assets with several thousand downloads.

Skills

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|---|--------------------------------|
| • Trilingual – fluent (English, French, German) | • AngularJS (Intermediate) |
| • C# (Intermediate) | • Angular (Advanced) |
| • Java (Intermediate) | • Native Script (Intermediate) |
| • Javascript (Advanced) | • Maya/Blender (Intermediate) |
| • Typescript (Advanced) | • Gimp/Photoshop (Advanced) |
| • Python (Advanced) | • Premiere (Intermediate) |
| • Node (Advanced) | • Unity3D (Advanced) |
| • HTML (Advanced) | • Ruby (Intermediate) |
| • CSS (Advanced) | • Ruby on Rails (Intermediate) |
| • PHP (Intermediate) | |