LUKA DAVID

LukaDavid307@gmail.com | LinkedIn | Website/Portfolio | Github: LukaDavid04

SUMMARY

Software Engineer specializing in AI-driven development, cloud-based systems, and full-stack engineering. Experienced in building scalable backend services, intelligent applications, and modern web interfaces for global enterprises and Fortune 500 organizations. Known for strong technical ownership, problem-solving, and collaborative leadership.

TECHNICAL SKILLS

Languages: Python, Java, C#, C/C++, JavaScript, TypeScript, SQL, HTML/CSS
Cloud & Backend: Azure, .NET, Node.js, REST APIs, CI/CD, Git
Frontend & Tools: React, React Native, Firestore, MongoDB, Jenkins

EXPERIENCE

AiAware — Jan. 2025 – Present
Software Engineer, AI Platforms — *Ottawa, ON (Remote)*
- Owned and led end-to-end engineering for 2 flagship AI-powered risk assessment tools serving public sector bodies
- Built an AI chatbot with a React UI and Python backend using LLMs trained on audit and policy documents
- Implemented a Retrieval-Augmented Generation (RAG) pipeline using Azure OpenAI and Azure AI Search to embed, index, and query unstructured data
- Developed an LLM-powered application for large-scale document analysis, improving the speed, accuracy, and consistency of complex audit reviews

Gee-Gees Varsity Tennis, University of Ottawa — Mar. 2024 – Dec. 2024
Lead Assistant Coach — *Ottawa, ON*
- Oversaw practices, strategy, and team decisions while leading the men to their most successful season in 25 years

Motorola Solutions — May 2023 – Aug. 2023
Software Engineer, VESTA 911 Call Handling — *Gatineau, QC*
- Designed and built tools to detect Azure connectivity issues, supporting engineers with automated diagnostics, reducing downtime by 75% during product deployment
- Enhanced Python automation scripts across a testing floor of 10+ integrated data and communication labs
- Documented and demonstrated to teams how to use, market, and further develop new tools

Warner Bros. Discovery — May 2022 – Jul. 2022
Software Developer, HBO Max — *Kanata, ON*
- Developed and refactored accessibility and player control features for the HBO Max app using the You.i One Engine with React Native, improving performance and stability
- Tested, implemented, and refined features within HBO Max applications in both macOS and tvOS
- Improved React Native core functionality and refined packages, boosting performance and user experience

Magnet Forensics — Jan. 2021 – Apr. 2021, Sept. 2021 – Dec. 2021
Software Developer, Cloud Acquisition Team — *Ottawa, ON*
- Built cloud features in C#/.NET across two terms, enhancing Magnet Axiom's digital information tool suite
- Diagnosed and solved various Google Takeout issues, adding new data types and unblocking a critical customer
- Reverse engineered private APIs (Slack, Instagram, Snapchat, MEGA) to create new XML and JSON digital-forensics artifacts
- Tested new acquisition features through integration, regression, automated, and unit test suites
- Worked with CI/CD automation and build pipelines within Jenkins to support continuous integration and testing

University of Ottawa, Department of Family Medicine — May 2020 – Dec. 2020
Software Engineer Intern, DFM Innovation Team — *Ottawa, ON*
- Designed & produced an e-learning portal using React, Redux and Firebase to host interactive learning modules
- Led design/development, laying the groundwork for a virtual reality escape room project in Unity (C#)

EDUCATION

University of Ottawa — Sept. 2019 – Dec. 2023
Bachelor of Applied Sciences in Software Engineering - CGPA: 3.9/4.0 - *Magna Cum Laude*