UNIVERSITY OF LOUISVILLE®

J.B. SPEED SCHOOL OF ENGINEERING

Lukas Armstrong

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OBJECTIVE	Seeking a position with Floatplane Media Inc.	2022

EDUCATION	**Bachelor of Science in Computer Engineering/Computer Science**	December 2021
	J.B. Speed School of Engineering, University of Louisville, Louisville, Kentucky	GPA 3.0/4.0
	Responsible for 100% of tuition	Hours Completed: 165

SKILLS/COURSEWORK

- **C/C++**
- **Linux / Bash**
- **MATLAB**
- **Python**
- **Git/GitHub**
- **OpenCV**
- **Problem Solving**

- C#
- Arduino
- ROS
- Gazebo
- Data Structures
- AWS
- Unity Development

- HTML5
- CSS3
- JavaScript
- ASP.NET
- NodeJS
- Processing
- Communication

APPLIED EXPERIENCE

Course Projects:
We Be Gellin'-Unity Devleopment: Capstone Project with University of Louisville and Norton Healthcare to provide training on how to preform the WHO's 5 moments of hand hygiene through VR and 360 videos. This was a team effort where I was responsible for the coding and design of the project.

Independent Project:
Bear Text-to-Speak Bot: Created a NodeJS bot utilizing the Discord API to convert text to bear roars. (see https://github.com/LukasArmstrong/BearBot)

Code Louisville:
1st Cohort January 2017: Created a front-end only bakery website, *Sugar Booger* (see https://github.com/LukasArmstrong/Project-Sugar-Booger)
2nd Cohort May 2017: Created a To-Do list tasker using the back C#/ASP.NET with a SQL data base (see https://github.com/LukasArmstrong/ToDo)

Hackathons:
RevolutionUC 2017 (University of Cincinnati): Created a fan hub based off the podcast *Hello Internet*, which included games such as "GGP Grey Flappy Bird" and "Podcast Bingo" (see https://github.com/aaronfox/Hello-Internet)
CatHacks 3 2017 (University of Kentucky): Competed in the Gatton Fintech Challenge and created a web app call "DeCentral" a micro-lending loans prototype with the collaboration of Aaron Fox (see https://github.com/aaronfox/Decentral)
VandyHacks 2017 (Vanderbilt University): Created a Virtual Reality escape room game using the Unity Gaming Engine for Oculus Rift.
Hack the Hill 2017 (Western Kentucky University): Placed third by creating a bot that directly contacts and replies to representatives and senators, advocating for Net Neutrality. The bot was built with NodeJS and hosted through Heroku's free service (see https://github.com/aaronfox/Net-Neutrality-Bot)

ACTIVITIES	**Redbird Robotics**	January 2018 – October 2020
	Project Captain	Louisville, KY

- Planning and tracking technical task
- Delegating tasks to team members
- Assisting in ROS, Gazebo, and OpenCV tasks
- Taught members how to setup and use a Linux Environment

WORK EXPERIENCE

AAPPTEC

Software Developer

May 2021 – Present
Louisville, KY

- Work 25 hours a week
- Worked 40 hours over the summer
- Developed User Interface for Automated Peptide Synthesizer
- Learned and Improved legacy Code

McGee Lab – University of Louisville

Student Lab Assistant

January 2018 –
May 2021
Louisville, KY

- Work 25 hours a week
- Data acquisition and processing using MATLAB
- Image Processing using FFT algorithm
- Producing various stimulus with Processing and PsychToolbox

Cloud2Gnd

Engineering Internship

May – August 2018
Louisville, KY

- Worked 40 hours a week
- Studied Bluetooth Documentation
- Preformed Quality control on Bluetooth related devices
- Learned and operated a Bluetooth sniffer