UNIVERSITY OF LOUISVILLE®
J.B. SPEED SCHOOL OF ENGINEERING

Lukas Armstrong
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OBJECTIVE	First Computer Engineering/Science Co-op Position	May 7 – August 17, 2018

EDUCATION

Bachelor of Science in Computer Engineering/Computer Science	Expected December 2020
Master of Engineering in Computer Engineering/Computer Science	Expected December 2021
J.B. Speed School of Engineering, University of Louisville, Louisville, Kentucky	GPA 2.3/4.0
Responsible for 100% of tuition	Hours Completed: 50

High School Diploma	May 2016
Bullitt East High School, Mt. Washington, Kentucky	GPA 3.75/4.0

SKILLS/COURSEWORK

- Html5
- CSS3
- JavaScript
- C, **C++, C#**
- Java
- SQL (novice level)
- ASP.NET

- NodeJS
- Django
- Unity Gaming Engine
- **Python**
- Heroku
- **Git/GitHub**
- MATLAB

- Data Structure
- Calculus I-III
- **Visual Studio**

APPLIED EXPERIENCE

Course Projects:
Arduino-C: Interfaced Arduino circuitry and code with a self-constructed windmill to perform calculations and display output to LCDs. I was solely responsible

Independent Project:
- Personal Website. Used ASP.NET (Please see www.LukasArmstrong.xyz)
- 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)
3rd Cohort September 2017: Created a backend for *Sugar Booger* with Django

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)

WORK EXPERIENCE
      McGee Lab   January 2018 - present
      Student Lab Assistant   Louisville, KY

- Work 20 hours a week
- Programming with MATLAB
- Image processing

Lowe's   January 2017 - December 2017
Cashier & Loader   Louisville, KY

- Worked an average of 25 hours a week
- Met deadlines consistently
- Consistently insured customer satisfaction
- Efficiently brought in over 100 carts in a daily basis
- **Was promoted after only 4 months**

Kroger   June 2014 - October 2016
Front End Clerk & Pharmacy Technician   Mt. Washington, KY

- Worked an average of 20 hours a week
- Trusted to handle confidential medical data
- Organized inventory
- Collaborated with team to promote and maintain sanitary workplace
- Multitasked while working a cash register and providing service to customers
- Processed payment and maintained balanced cash drawer
- Collected prescriptions
- **Promoted from front end to pharmacracy tech**

ACTIVITIES/HONORS
Member, **Redbird Robotics**, January 2018-present
- Member of the Localization sub-team

Member, **Association for Computing Machinery** (ACM), August 2016 – present
- Member of the Student Linux User Group and Hacking Student Interest Group

Eagle Scout
Hobbies: making web-based bots and writing programs in either C++ or C#