

LUKE JOE

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WORK EXPERIENCE

Sierra Wireless

Software Engineer Intern, Co-op

Richmond, BC

May 2022 - Dec 2022

- Designed and implemented a script to automatically generate version control records for Linux and Windows packages, streamlining version management and enhancing software distribution processes.
- Employed Valgrind to identify and address multiple instances of memory leaks, enhancing software reliability.
- Developed a system to calculate and report total lines of code, simplifying codebase analysis and management.

Routezilla

Intern Web Developer

Vancouver, BC

May 2021 - Sep 2021

- Led improvements to the customer-facing UI, resulting in a more user-friendly and appealing web application.
- Collaborated closely with the design team to ensure that the interface aligned with the company's visual identity.
- Conducted comprehensive testing of the Zapier API, resolving integration issues for reliable operation.

XGen Ai

Intern Software Developer

Vancouver, BC

Jan 2021 - Apr 2021

- Engineered a robust CI/CD distributed load testing pipeline on AWS Cloud to efficiently manage and execute performance tests, guaranteeing system scalability and dependability.
- Produced metrics to assess smart element performance in high-concurrency scenarios, verifying system stability
- Developed customized load testing automation scripts for clients, ensuring thorough smart element testing.

FACTSnet

Web Developer

Calgary, AB

May 2020 - Sep 2020

- Led the development of multiple static websites through HTML and CSS for all Canadian websites.
- Managed content creation and publication on public-facing websites and mailer distribution channels.

EDUCATION

University of British Columbia, B.Sc - Computer Science, Co-op

2019-2024

Dean's Honour List (3.9 GPA)

Coursework: software engineering, object-oriented programming, computer graphics, machine learning, networking, databases, data structures, algorithms, linear algebra

PROJECTS

Sleepy Chef

- Worked collaboratively with a team of writers, artists, and programmers to create a unique cooking simulator that received the title of Best Graphics for UBC Game Dev 2022/2023.
- Cultivated a collaborative team environment that encouraged knowledge sharing and effective communication.
- Built complex state machines for AI-controlled characters, ensuring intelligent and efficient movement within the game environment.

Mondo Dodgeball

- Designed, developed, and released a dodgeball inspired local multiplayer 2D Android game on the Google Play Store.
- Implemented game mechanics, player controls, and interactive elements using Unity and C#.
- Created 16-bit visual and audio assets to capture a retro-inspired aesthetic.

UBCInsight

- Developed a full-stack web application with Next.js that allows students to perform searches on UBC course metadata.
- Built and performed end-to-end testing on high performance RESTful APIs using Express.

SKILLS

Languages

Java, C#, Python, C++, C, Javascript, Typescript, PHP, SQL, R

Frameworks

NumPy, Scikit-learn, WebGL, JUnit, JMeter, Symphony, Node.js, React.js

Tools

Git, Unity, Atlassian Product Suite, Linux, Bash, AWS, Docker