LUKE JOE

Third Year, Computer Science

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EMPLOYMENT

Software Developer Intern, Routezilla   📅 May – Sep 2021   📍 Vancouver, BC

- Redesigned the user interface of public-facing web apps to ensure a consistent user flow, increasing user retention by **15%**.
- Developed additional web apps for appointment scheduling using **Symfony**, following responsive and mobile-first design principles.
- Created an onboarding process for prospective employees that familiarizes them with the companies procedures and policies.
- Debugged and fixed critical defects reported by customers, improving reliability and minimizing risks in the scheduling algorithm.

Software Developer Intern, XGen   📅 Jan – Apr 2021   📍 Vancouver, BC

- Developed a **CI/CD** distributed load testing pipeline in an Agile environment on **AWS Cloud** using **JMeter**, **AWS CDK**, and **Docker**.
- Produced and analyzed metrics to ensure the reliability of smart elements under conditions with a large load of concurrent users.
- Deployed load testing automation scripts that thoroughly test smart recommendations present on client web pages.

Software Engineering Intern, Family and Community Twining Society   📅 May – Sep 2020   📍 Calgary, AB

- Led the development of multiple static websites through **HTML** and **CSS** for all Canadian websites.
- Optimized load times by **20%** and enhanced UI/UX by refactoring front-end components.
- Created admin documents and timesheets for company-wide use, decreasing overhead by **40%**.
- Published and issued posts and newsletters on front-facing websites and company mailer distribution.

EDUCATION

The University of British Columbia   BSc Computer Science (3.9 GPA)   📅 2019 – 2024   📍 Vancouver, BC

- Coursework: software engineering, object-oriented programming, data structures, algorithms, graphs, dynamic programming, functional programming, discrete logic, multivariable calculus, and linear algebra.

PROJECTS

InsightUBC   📅 Sep 2021 - Current

- Developed a full-stack web application with **Next.js** that allows students to perform interactive searches on UBC course metadata.
- Implemented asynchronous design, robust typing, and **React** Context to improve scalability and maintainability.
- Built and performed end-to-end testing on high performance **RESTful API**s using **Express**.

TFT Overlay   📅 Aug – Sep 2020

- Built an intuitive and dynamic screen overlay application with **Tkinter** in **Python** that helps players learn the game Teamfight Tactics.
- Designed from scratch with calls to the Riot Games **API** to provide user-specific information, stats, and progressive game plans.
- Algorithm intelligence is highly extensible and scalable with upstream changes to the game.

Idle Game   📅 Jan – Apr 2020

- Created a unique and engaging idle clicker game with **Java Swing** that utilizes robust design techniques, including the **MVC** pattern.
- Implemented object-oriented programming, optimized data structures, **JUnit** and regression testing, **JSON**, and **Git**.

SKILLS

Languages • Java, Python, C++, C, TypeScript, JavaScript, PHP, SQL, HTML, CSS, JSON, Bash

Frameworks • Django, Node, Tkinter, Swing, JUnit, Mocha, Selenium, JMeter, Symfony, Bootstrap, Express, React

Tools • Git, Linux, GCP, AWS, Docker, Postman, Jira

ACTIVITIES

MLH Local Hack Day • Conceptualized ideas during Local Hack Day 2020 hosted by Major League Hacking.