Luke Lowery

Portfolio Website: https://www.lukelowery.info/
Github: https://github.com/Luke-Lowery

Portland, Oregon 97202 • luke.lowery.business@gmail.com • (248) 941-8898

Education

University of Michigan, Ann Arbor, MI
May 2021

Bachelor of Science in Engineering, Computer Science

Development Skill
Professional Experience

- **Languages:** Javascript, Python, HTML, CSS, C/C#, SQL
- **Frameworks/Libraries:** Node.js, Express.js, React.js, JSX, Ant Design, C Shell Scripting
- **Third Party Tools/APIs:** Algolia, Sendgrid, Twilio, Stream, Google Places
- **Cloud Tools:** Google Firebase Cloud Functions, Google Cloud hosting, Google Secret Manager
- **Databases:** Firebase, MongoDB + Mongoose
- **Testing:** Mocha, Chai, Rewire

Other Tools and Proficiencies
Professional Experience

- **Developer Tools:** Gitlab/Github, Firebase CLI, Visual Studio Code, Ubuntu (WSL), npm
- **Business Related Tools:** Microsoft Powerpoint, Word, Excel, Woopra
- **Low Code/No Code:** Wordpress (Elementor Editor), JetAdmin, Webflow
- **Project Management:** Jira, Figma, Confluence, Notion
- **Other Tools:** Unity, Hostinger Hosting

Development Experience

Full Stack Software Engineer
LOCALE, San Jose, CA (Primarily Remote Employee)
November 2022-Present

- **Working to transition from no code solutions** to a more custom solution tailored to the business and more appropriate for the current scale of transactions.

- **Building internal and external tools, dashboards, and databases** in order to help improve the operations of the company and assist in the iteration of our product.

- **Collaborating with leadership to establish a full onboarding process for future engineers** as the team continues to grow quickly.

- **Updating and improving current practices for data storage and manipulation** in order to increase speed for the end user and elevate their experience.

- **Researching tools and technologies** that could be a valuable addition to or a next step beyond pieces of our current tech stack.

Full Stack Software Developer
DIBBS TECHNOLOGY, Newport, RI (Remote Employee)
June 2021–November 2022

- **Developing APIs, Databases, Cloud Functions, and a Web App** in order to create a bidding platform for real estate and construction contractors.
- **Achievements include** building the backend cloud communications system for emails and push notifications from scratch and significant contributions to both the main website and web app.
- **Taking individual or joint ownership of critical features,** I contribute to everything from database schema, to security, to UI, to backend APIs.
- **Directly reporting to the head of engineering,** I participate daily in planning meetings for sprints and upcoming features or updates.
- **Integrating and working with a number of third party APIs and services** including Algolia, Sendgrid, Twilio, Google Places, and Stream among several others.
- **Helping Coordinate Multiple Large Updates and Refactors**, I have been a core part of planning and executing code overhauls including a large part of the cloud backend which has resulted in much more consistent and engaging communications with our users.

– Primarily languages and libraries used: Node.js, Express.js, Firebase/GCP, React.js, Javascript

Python Developer for Research
UNIVERSITY OF MICHIGAN ISR, Ann Arbor, MI
November 2019–November 2021

- **Writing, updating ,debugging, and creating documentation for code in Python** to assist University of Michigan professor Walter Mebane's research through the *Institute for Social Research.*
- **Developed a multithreaded version of the final processing stage that sped up processing speed by over 50x.**
- **Working with big data coming from Twitter**, processing as many as 12 million lines of data at once.
- **Owned all aspects of version control and developing code**, meeting with the professor primarily for planning and top level decisions.
- **Overhauled a complex data pipeline from legacy Python 2.7 code** including rewrites for syntax and even swapping out a few deprecated libraries.
- **Built a large number of command line utilities,** including several configuration programs and a custom installer that sets up the various classification programs.
- **Named a contributor in an academic paper based on this project,** will likely be in peer review for years but will hopefully be publicly available one day.

– Primarily languages, libraries, and skills used: Python, Pandas.py (library), Shell Scripting, Ubuntu (WSL)

EECS 494: Video Game Design Grader/TA
UNIVERSITY OF MICHIGAN, Ann Arbor, MI
September 2020– May 2021

- **Grading assignments created in the Unity Game Engine** as well as providing written and video feedback to both groups and individuals
- **Providing help and troubleshooting** through the staff email and Piazza plus office hours.
- **Helped run the EECS 494 final showcase event with over a thousand virtual attendees twice.** This is the chance for student groups to show off their final project to the public, reaching beyond just the class and their direct peers.

– Primarily languages, libraries, and skills used: Unity, C#, Video Game Design

Courses and Certifications

☑ **Node.js Unit Testing in Depth - Completed November 2022**
Udemy course covering Node.js Unit testing using tools such as Mocha, Chai, and Rewire
-Course-   -Certificate of Completion-

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