Luke Lowery

https://luke-lowery.github.io/luke-lowery-website/

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

Languages and Libraries/Frameworks

- **Primary Skills:** React.js, Node.js, HTML, CSS, JSX, Ant Design, Python, Firebase (GCP based database), GCP Cloud Functions
- **Secondary Skills:** C#, C++, C Shell Scripting, Pandas.py, Bootstrap, SQL, Express.js, Algolia, Sendgrid

Other Tools and Proficiencies

- **Development Tools:** Gitlab/Github, Firebase CLI, Visual Studio Code, Google Secret Manager, Wordpress (Elementor Editor), Ubuntu (WSL), npm, Unity
- **Business Tools:** Microsoft Powerpoint, Word, Excel, Jira, Figma, Confluence, Woopra

Development Experience

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

- Developing databases, applications, and websites in order to create a bidding platform for real estate and construction contractors.
- Achievements include being the primary on shore dev for the web app, coding the Firebase Cloud (Node.js) based push notification system in entirety, overhauling the website for mobile, coordinating work and code merges with offshore devs and the head of engineering, and actively participating in development decisions in daily dev meetings with the heads of development and the Project manager.
- **Primarily languages and libraries used:** React.js, JavaScript, Node.js, Firebase/GCP

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

- Writing, updating, and debugging backend data processing code in Python and C Shell Scripts for political science professor Walter Mebane's research.
- Working with big data from twitter, processing as many as 12 million lines of data at once.
- Creating documentation, participating in code architecture decisions.
- Predominantly working with Python including the Pandas library, multithreading, and command line functionality as well as some C Shell Scripts.
- **Primarily languages and libraries used:** Python, Pandas.py (library), Shell Scripting

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 and assistance to students while also assisting in answering student questions on Piazza and through the staff email.
- Course content primarily focused on Unity, C# scripts written for Unity, and video game design practices and principals.
- **Primarily languages and libraries used:** Unity, C#, C++