Luke Lowery

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

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Education

University of Michigan, Ann Arbor, MI
May 2021

Bachelor of Science in Engineering, Computer Science

Languages and Libraries/Frameworks

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

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 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.

– 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