

# 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

## Development Skills

- **Languages:** Javascript, Python, HTML, CSS, C/C#, SQL
- **Frameworks/Libraries:** Node.js, Express.js, React.js, JSX, Ant Design, Bootstrap, C Shell Scripting
- **Third Party Tools/APIs:** Algolia, Sendgrid, Twilio, Stream, Google Places
- **Cloud/Database Tools:** Firebase/Firestore (Google Cloud Database), Google Firebase Cloud Functions, Google Cloud hosting, Google Secret Manager

## Other Tools and Proficiencies

- **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
- **Project Management:** Jira, Figma, Confluence
- **Other Tools:** Unity, Hostinger Hosting

## 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.
- **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

- **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)

- **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