Luke Brandon

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Development Skills

Web Development: ReactJS, Typescript, NextJS, HTML, CSS
Backend Development: Python, Django, Django Rest Framework, NestJS, ASP.Net, API Design, Relational Databases, MongoDB
Application Development: ElectronJS, Java
Mobile Development: Xamarin (C#), Android (Java), React Native
General Skills: Git, Linux, Github, Github Actions, Python, AWS, Cloud Computing

Education

B.S. Computer Science   December 2020
   University of Arkansas, Fayetteville, AR   GPA: 4.0
   Minor: Mathematics

Experience

Senior Full Stack Software Engineer at AcreTrader (Acres)   April 2022 - Present
- Designed, built, supported, and documented the tool's user-facing self-service Stripe subscription service. Served as subject matter expert for consulatation and continued development
- Built and maintained a full stack geospacial web application for land analysis and portfolio management with a very high degree of ownership
- Worked and collaborated with direct team as well as other teams across the organization to meet demanding deadlines and project requirements
- Designed and developed APIs communicating with PostgreSQL databases based on provided constraints and project requirements
- Effectively communicated with both technical and non-technical personnel regarding project status, requirements, and deadlines

Senior Full Stack Software Engineer at Tesseract Ventures   November 2020 - April 2022
- Architected and built maintainable desktop applications, web dashboards, as well as scalable and containerized services from the ground up to develop the future of work and provide an iteractive and collaborate data visualization suite
- Developed with modern technologies such as ReactJS, ASP.Net, Node.JS, ElectronJS, and Xamarin
- Managed a team of developers to efficiently and effectively meet deadlines and project requirements involving making dificult trade offs between goals in order to meet urgent deadlines
- Effectively communicated with non-technical personnel regarding project requirements and deadlines
- Built and maintained a cross-platform mobile application through evolutions of the relevenat API
- Developed with Augmented Reality and Virtual Reality to bring cutting edge data interaction into the third dimension

Amazon AWS IoT Device Gateway Software Development Engineering Intern   Summer 2019
- Implemented distributed throttling solution using dynamic host discovery on a highly scalable Java service
- Gathered metrics to analyze distributed throttling performance and make better design decisions
- Wrote unit tests to ensure stable functionality of code in the future and to adhere to TDD principles
- Improved pub-sub client that allows publish and subscribe functionality from local machine to different environments for testing purposes