Luke Brandon

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Development Skills

Web Development: ReactJS, Typescript, Javascript, Node.JS, REST, AngularJS, HTML, CSS **Backend Development:** 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

University of Arkansas, Fayetteville, AR

Minor: Mathematics

December 2020

GPA: 4.0

Experience

Senior Software Engineer at Tesseract Ventures

November 2020 - Present

- 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 personelle regarding project requirements and deadlines
- Built and maintained a cross-platform mobile application through evolutions of the relevenat API
- Designed UI's and made data-oriented UX decisions to deliver the best experience to
- 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

Recent Projects

Crowd-Source Machine Learning Data Model Labeling Android Application (Video)

Spring 2020

- Built a native Android application to enable crowd-sourced data model training similar to Google Surveys or Recaptcha for companies to easily train machine learning models
- Developed using MVP design methodology to create cleaner code and support ease of scalability in the future, RESTful Web Services, and Firebase Cloud Messaging

Software Engineering Employee Checkout Web Application

Spring 2019

- Worked with team of student developers to implement a shopping cart and checkout application with Node JS Express backend, Angular web application, and PostgreSQL database
- Enabled employees to search products and maintain a shopping cart for a customer to make the checkout process much more efficient