Luke Edwards

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EDUCATION

University of Victoria, Victoria, BC   *Expected Graduation: June 2026*
Bachelor of Science in Computer Science
Honours in Software Systems
GPA: 7.11/9.0
Coursework: Operating Systems (C), Computer Communication and Networks (Python), Computer Architecture (ASM), Data Structures and Algorithms (Java), Software Development Methods (Python/C)

PROJECTS

Mock Movie Theater Ticketing System   *October 2020 – February 2021*

- Developed a **Java-based** ticketing system with robust socket programming to manage multiple concurrent client connections as a highschool showcase project.
- Implemented features for ticket purchase tracking and an account management system with login capabilities.
- Optimized system performance for peak usage, improving reliability and enhancing the overall user experience.

VEX Claw Machine   *February 2022 – April 2022*

- Designed and built a compact replica of a classic arcade claw machine as part of a high school robotics final project.
- Constructed a sturdy cabinet using woodworking techniques to house **VEX** robotic components.
- Programmed user interface controls in **C**, demonstrating strong programming and user-centric design skills.
- Tested and calibrated all **VEX** electronics, ensuring optimal performance and reliability.

Krumbz: Recipe Finder and Ingredient Tracker   *July 2024 – Current*

- Created and tested a private **API** using **Postman**, and **Docker** to facilitate communication between the back end and the database using **Python**.
- Designed and programmed a mobile app interface using **React** and **Node.js**, integrating a database for efficient data storage and retrieval with **Typescript**.
- Developed an ingredient parsing algorithm to standardize measurements across different units based on website data, improving recipe consistency.

SKILLS

Programming Languages: C, TypeScript, Python, Java, C++, R
Frameworks: React, Node.js, Next.js, Bootstrap, Tailwind CSS
Tools and Technologies: Git, GitHub, Docker, VS Code, Postman, Figma, MySQL
Other: OOP, Game Development, AVR Architecture, English and French (both professional proficiency)

OTHER

UVIC Formula Racing: Active member of the Controls Division for the Electric Vehicle team; developing and implementing motor controller software for real-time data processing.

Excellence in Introduction to Probability and Statistics: Awarded by the University of Victoria for outstanding performance in the course STAT260.

Diplôme d'études en langue française (DELF): Certified A2 level French language competency by the French Ministry of Education.