Luke Fixari

(614) 981-9543 | lukefixari@aol.com | LinkedIn | GitHub

SKILLS

C / C++ / C# / JavaScript / HTML / CSS / PHP / Python / Database Management (MySQL, NoSQL, SQL) / Unreal Engine / Software Development / Full-Stack Development / G++ / GCC / Algorithm Development / Git/GitHub / Node.js / Systems Programming / Systems Development / .NET / Test Cases / Data Structures / Computer Architecture / Algorithm Analysis / Database Design / Large Language Models / Debugging / Object-Oriented Programming / Dynamic Programming / Embedded Systems /

EXPERIENCE

HPU Minds: *Simulation Engineer*   *High Point, NC*   09/2024 - Current
- Spearheading the design and implementation of immersive VR simulation software using Unreal Engine and C++
- Collaborating with a cross-functional team of 8+ engineers, modularizing project components and scripting in order to add dynamic simulation environments, resulting in a 30% increase in realism
- Engineering and integrating real-time input processing and object behavior, enhancing user immersion and contributing to a 40% increase in interactive engagement metrics during simulation testing.

WEB Wordlist Generator: *Software Engineer*   *Remote*   02/2024 - 03/2024
- Developed a GitHub tool that analyzed over 1,000 web application pages to generate custom wordlists for penetration testing against increasing cybersecurity measures against cyber attacks
- Implemented automated scanning and testing processes using Python, leveraging GitHub for streamlining version control and collaborative development

Custom-Built Computer: *Computer Engineer*   *Columbus, OH*   05/2023 - 06/2023
- Integrated software with hardware components by installing operating systems, configuring drivers, ensuring 100% hardware compatibility between components ensuring rigorous validation of hardware configuration
- Developed hands-on experience with embedded systems emphasizing iterative testing by conducting over 50 troubleshooting and optimization tests for hardware interfaces, circuit components, and system configurations, achieving a 95% success rate in resolving issues
- Engineered and optimized computer systems by selecting hardware to meet performance requirements and addressing system bottlenecks, resulting in a 30% improvement in overall system efficiency

EDUCATION

High Point University || High Point, NC   08/2022 - 05/2026
B.S. Computer Science, Minor: Game Design
    Relevant Coursework:
- Advanced Programming with Data Structures, Advanced Data Structures/Algorithm Development, Computer Systems, Database Systems, Web Technologies

OTHER EXPERIENCE

The Home Depot: *Customer Service Associate*   *Gahanna, OH*   05/2023 - Current
- Identifying and resolved customer pain points by suggesting personalized product solutions, resulting in a 15% increase in customer satisfaction scores and contributing to a 10% boost in weekly sales in department