Luke Fixari

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SUMMARY**\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**\_\_\_\_\_\_\_\_

Customer-obsessed software engineer with experience developing full-stack applications, backend optimization and system deployment. Reduced client downtime by 25% and improved scalability by 40% using async architecture. Skilled in React, Node, SQL and Front-end frameworks.

SKILLS**\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**Languages and Frameworks:** HTML5, CSS3, JavaScript, [React.j](http://react.js)s, Node.js, JSON, PHP, C++, Python

**Web & Full-Stack:** REST API Development, Bootstrap, SQL, NoSQL, MySQL, Database Management

**Game & Embedded Systems:** Unreal Engine, Embedded Systems

**Tools & Platforms:** Git/Github, VS Code, Agile Methodologies, Windows Environments

EXPERIENCE\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**3C Technology Solutions:** *System Deployment Intern Columbus, OH* 05/2025 - Current

* Deployed and configured 100+ enterprise-grade computer systems and peripherals using optimized imaging, software automation, and update orchestration to reduce client downtime by 25%, accelerating operational readiness and minimizing service disruptions.
* Conducted system integrity, security compliance, and application compatibility checks post-deployment, ensuring 100% adherence to client IT governance standards and minimizing post-installation vulnerabilities
* Diagnosed and resolved 50+ mission-critical hardware and software incidents during and post-deployment, boosting client satisfaction scores by 30% and slashing follow-up service tickets by 15%, directly improving post-installation SLA metrics.

**E-commerce website:** *Software Engineer*  *Personal Project* 04/2025 - 05/2025

* Delivered a fully operational full-stack eCommerce platform for gaming peripherals by leveraging HTML5, CSS3, JavaScript, PHP, Bootstrap, SQL, and MySQL, enabling seamless user registration, product navigation, and simulated transactions.
* Integrated user authentication, product CRUD management, and simulated payment workflows, enhancing application security, data integrity, and enabling scalable end-to-end order management.
* Designed and optimized a relational MySQL database schema, improving query performance by 25% and enabling faster data retrieval, lower server load, and smoother user interactions under load.

**Phishing Detector:** *Software Engineer*  *Personal* *Project* 02/2025 - 05/2025

* Processed over 5,000 user-submitted URLs and email payloads by developing a full-stack web application using React.js, and Node.js, resulting in real-time phishing detection with an average response latency under 300ms.
* Increased detection precision by 35% by implementing regular expression-based pattern matching, blacklist API integrations, and heuristic threat analysis algorithms, resulting in more accurate threat classification and reduced false positives.
* Improved system scalability by optimizing asynchronous API handling and deploying a load-balanced Node.js server architecture, resulting in a 40% increase in concurrent request handling capacity.

EDUCATION\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**High Point University** || High Point, NC **Expected Graduation:** May 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