Luke Garnsey

Experienced Software Engineer with a focus
on creating innovative digital experiences.

Relevant Experience

Platform Engineer · **Willowtree**   June -2021 - May 2023

- Engineered mobile experiences for high-profile clients, using technologies such as Kotlin, Java, Objective-C, Swift, MySql, and Bash.
- Implemented GitHub automation scripts to streamline development workflows, increasing efficiency and reducing manual errors.
- Fostered a culture of collaboration by actively contributing to knowledge sharing and debugging efforts.

Lead Engineer · **Filament Games**   Dec-2019 - June 2021

- Built and deployed high-quality web applications for desktop and mobile for a diverse array of clients. Using technologies such as Type/JavaScript, NodeJS, React, PixiJS, C#, Unity.
- Roadmap projects, fill backlog, and prioritize tasks for an entire project's life-cycle.
- Spearhead development of internal tools and provide guidance to junior engineers through close collaboration and knowledge shares.

VR Engineer · **ImmersiveTouch**   Dec-2018 - Dec-2019

- Implemented major features for surgery preparation software integrated into a Virtual Reality environment.
- Collaborate with medical professionals to design features and expand usability.

Software Engineer · **YETiCGI** Nov-2016 - Oct-2018

- SpearHeaded the development of (AR) applications, crafting software specifically tailored for custom hardware systems.
- Fostered close collaboration with cross-functional teams globally to guarantee smooth alignment of software and hardware elements.

Lead Engineer · **Underbite Games** July 2013 - Oct-2016

- Original member of the startup where I lead the development and deployment of desktop, web, and mobile applications across various projects.
- Engaged with clients to transform design concepts into immersive digital applications.
- Roadmap projects, fill backlog, and prioritize tasks for an entire project's life-cycle.

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lukegarnsey@gmail.com
(616) 340-3797
github.com/LukeGarnsey
lukegarnsey.com

Skills

Programming Languages
JavaScript, TypeScript, C#, HTML, CSS, GraphQL, Python, SQL, Bash, Java, Kotlin

Libraries & Frameworks
React, Node.js, Nest.js, Express.js, SocketIO, TailwindCSS, Pixi.js, Axios, mongoose, OpenAI, Sequelize

Tools & Platforms
Git, Github, Jira, Heroku, Render, Docker, MySQL, MongoDB, Jenkins, Firebase

Selected Projects

AI powered Multiplayer app
Quiz-go-fast is a quiz app where the quizzes are built by AI. Users can generate quizzes that ask any question on any topic, then challenge their friends to see who knows more.

Digital Handwriting
Literacy-based learning app that teaches students handwriting. The app focuses on teaching the correct motion and order of strokes to create characters.

Education

Ferris State University
Bachelor of Applied Science in Digital Animation and Game Design.

University of Texas at Austin
A 12-week intensive program focused on gaining technical programming skills in HTML5, CSS3, Javascript, JQuery, Bootstrap, Node.js, MySQL, MongoDB, Express, Handlebars, and React.

Interests

Yoga, Music production, Pixel Art, Golf, Science Fiction, Super Earth