

Luke Hackett

Computer Science Student in Trinity College Dublin (Final Year)

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EXPERIENCE

HubSpot, Dublin — *Software Engineering Intern*

June 2020 - September 2020

- Despite short notice cancellation of my planned internship, I managed to secure an Internship for my final Summer in University.
- Worked as a Full-Stack Intern, developing end-to-end features using a Java Backend with a ReactJS and Redux Frontend.

Microsoft, Dublin — *Software Engineering Intern*

June 2019 - August 2019

- Worked on designing and implementing search functionality in the Office store, as well as tangibly measuring its effectiveness.
- Became familiar with the Azure platform, as well as Azure Search specifically.
- Learned how to design and build large systems with a focus on quality.
- Accepted to work in Microsoft Seattle in 2021, however this opportunity was cancelled due to COVID-19

Travelport Digital, Dublin — *Software Engineering Intern*

June 2018 - August 2018

- Spent three months Interning in Travelport Digital working on Backend development for their TripAssist product team.
- Worked on multiple features and experienced deploying components through multiple development environments.
- Used technologies such as Ansible and Jenkins and programmed mainly in Groovy.

EDUCATION

Trinity College, Dublin — *Computer Science*

September 2017 - Present

- Currently pursuing a degree in Integrated Computer Science

SKILL

Programming:

Java, Groovy, C/C++, ARM
Assembly, Python, RESTful, JSON,
XML, SQL, JavaScript, C#

Technologies:

Linux, Git, Jenkins, IntelliJ IDE,
Vim, Gradle, Android, Electron,
VueJS, ReactJS, NodeJS, Express,
Firebase, Azure, Redux

Management:

Jira(Kanban), GitHub Projects

Achievements

- Won Best Project in First Year Programming Project in College.
- Achieved Overall grade of 1.1 in 1st year College, a 2.1 in 2nd year, and a 1.1 in 3rd Year
- Competed in Microsoft Ireland Hackathon making computer vision games for the "Lake".

from Trinity College Dublin

- Have completed three years of study and achieved an overall 1.1 for 1st year, a 2.1 in 2nd year and a 1.1 in 3rd year.
- All of my College work is available on Github [here](#)

PROJECTS

HQ Hacker — *Trivia bot*

I made a program that could take a screenshot of the popular trivia game 'HQ Trivia', and attempt to choose the correct answer out of the three provided. It did this by using an API to read the text then processes the language to try discern meaning before searching online. This is available on my Github [here](#).

Secure Social — *Post Encrypted Messages*

I created a full social media site using ReactJs, with a firebase backend. This site was focused on being completely secure and transparent with its transactions. It used both asymmetric and symmetric key cryptography to ensure a secure key transmission. This project is available on my Github [here](#).

BOI Balance Checker — *Banking Application*

As an introduction to Android development I made a Banking application for my bank as a substitute for their own application. The benefits of this is your account information is persistent therefore after setup the process of checking basic account information is simplified. This is still in early stages of development and can be seen on my Github [here](#).

OpenFlow Client — *A Networking and Electron Project*

As an extension to a College Project I made an Electron Client that would interact with The Spring Backend I had implemented for the network protocol. This client is a fully functional messaging client that can connect to a network and send/receive messages in the desktop application once connected. The UI is build using Vue JS and is contained in an Electron app. This can be seen on GitHub [here](#) as part of a bigger project.