LUKE PENNEY

SOFTWARE ENGINEER | FULL STACK DEVELOPER

709-694-3133

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St Johns, NL/Canada

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EDUCATION/ CERTIFICATIONS

BACHELOR OF SCIENCE/ COMPUTER SCIENCE
Memorial University of NL
St Johns, 2019 - 2023

AWS CERTIFIED CLOUD PRACTITIONER
Amazon web services
2023-2026

HIGH SCHOOL DIPLOMA
St. James Regional High
Port aux Basques, 2013 - 2019

EXPERTISE

- Python Programming

- Java/JavaScript Programming

- HTML5/CSS

- Artificial Intelligence

- C/C#/C++ Programming

- Object Oriented Design

- SQL/NoSQL

- Amazon Web Services

- React.js/node.js

- Computer Vision

PROFILE

Recent Computer Science graduate and AWS Certified Cloud Practitioner with fundamental knowledge of software design, development, cloud architecture , and testing. Seeking to utilize broad educational background with excellent analytical, technical, and programming skills to thrive as an entry-level software engineer. Strong interpersonal skills and fluid independent worker.

EXPERIENCE

AGRICULTURAL INSPECTOR
Canadian Food Inspection Agency / Port aux Basques / 2019 - 2023

Student inspector for the Canadian Food Inspection Agency office is Port aux Basques. Inspected passenger vehicles for quarantined agricultural items before boarding the Marine Atlantic ferry.

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- Performed thorough Inspections on vehicles crossing on the ferry to Nova Scotia.
- Pressure Washed Vehicles.
- Worked in a fast paced environment with many other colleagues.

DEVOPS VOLUNTEER
Visual and analytics Computing Lab / St. John's 2023 - Present

Volunteer DevOps engineer for the Visual and Analytics Computing Lab at the Memorial University of Newfoundland. Creating a build server for continuous integration and continuous deployment for the labs light field simulator project.
- Created a Jenkins build server using docker and virtual box virtual machines
- Allowed for CI/CD support for bitbucket repository

PROJECTS

STARCRAFT AI BOT
Description: A fully functional and successful Protoss bot that used modern AI techniques to compete in StarCraft Broodwar.
Used: C++, Visual Studio, GitHub, Broodwar API (BWAPI)
- Developed a bot that plays StarCraft Broodwar using modern Ai Techniques such as A* heuristic search and Reinforcement learning.
- Fully implemented using C++ and the Broodwar API

Real Time Document Scanner
Description: An interactable real time document scanner with text detection and correction capabilities.
Used: Python, Computer Vision, GitHub
- Developed using python libraries such as OpenCV, TKinter, and EasyOCR along with computer vision techniques.