

LUKE PENNEY

SOFTWARE ENGINEER | FULL STACK DEVELOPER



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St Johns, NL/Canada



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EDUCATION

BACHELOR OF SCIENCE/ COMPUTER SCIENCE

Memorial University of NL
St Johns, 2019 - 2023

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
- Reactjs/nodejs
- Computer Vision

PROFILE

Recent Computer Science and AWS Cloud Academy graduate with fundamental knowledge of software design, development, 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 in Port aux Basques. Inspected passenger vehicles for quarantined agricultural items before boarding the Marine Atlantic ferry.

- 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.