

Luke Van Namen

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Education

UNIVERSITY OF MICHIGAN

ANN ARBOR, MI

Bachelor of Science in Computer Engineering

May 2023

- **Relevant Courses:** Programming & Data Structures, Logic Design, Discrete Math, Circuits, Data Structures & Algorithms, Computer Organization, Signals & Systems, Big Data & Business Intelligence, Accounting, Leadership & Organizations, Embedded Systems, Compilers, Computer Security, Computer Architecture
- **Honors:** Dean's List: Fall 2019, Winter 2021 & 2022; University Honors: Winter 2020 & 2021 & 2022

Work Experience

DEPARTMENT OF DEFENSE – U.S. ARMY

WARREN, MI

Engineering Technician – DevOps Team

May 2021-August 2022

- Developer in the Immersive Simulation Department developing programs to help warfighters more efficiently operate future U.S. Army ground vehicles
- Configured server for Unreal Engine projects to be built, packaged, and run as GPU accelerated containers
- Containerized Unreal Engine projects and Signaling Server using Dockerfiles to test new pixel streaming plugin in hopes of implementing the plugin for future experiments
- Created Conan packages for Unreal Plugin Binaries to be distributed across any number of Unreal Projects
- Wrote Gitlab Runners to automate Conan packaging of ~15 Unreal Plugins

UNIVERSITY OF MICHIGAN MULTIDISCIPLINARY DESIGN – HELIOPHYSICS SPACE TEAM

ANN ARBOR, MI

Electrical Team Lead

January 2021-May 2022

- Implemented Raspberry Pi server with Long Wavelength Antenna Array to acquire data from antenna receivers by adding extra hardware and reconfiguring the serial interface on the Pi
- Configured Pi for remote access by altering original configuration files and debugging software programs and successfully commanded Pi via client-server model to collect and receive all data over wireless connection
- Designed grounding system for antenna and all instruments to decrease noise and protect equipment from dangerous weather

Projects

UNIVERSITY OF MICHIGAN - INTRO TO AEROSPACE ENGINEERING

ANN ARBOR, MI

Blimp Project: Electrical Lead

September 2019-December 2019

- Programmed microcontroller to control servos and motors and allow for blimp to move to intended area
- Helped team diagnose problems with microcontroller using oscilloscope and micrometer to test power output
- Developed technical communication skills by giving 4 oral presentations and writing a final report on the design, build, and test process of the blimp

UNIVERSITY OF MICHIGAN – EMBEDDED SYSTEMS

ANN ARBOR, MI

Project Manager

January 2022-April 2022

- Designed a complex finite state machine that called device functions and allowed for smooth user experience
- Developed code for sending and receiving messages from LoRa devices using complex SPI interfacing
- Worked with teammates to integrate each of their device's software into one code base so that the devices could communicate to each other

Leadership

UNIVERSITY OF MICHIGAN - CLUB GOLF TEAM

Vice President

December 2019-Present

- Managed National Collegiate Club Golf Association (NCCGA) events for the Midwest region by collaborating with PGA Professionals and NCCGA staff and discussing tournament setup
- Facilitated NCCGA Midwest golf tournaments of 30-50 players by delivering merchandise from various sponsors to each player and providing all players with instructions about tournament

UNIVERSITY OF MICHIGAN – INTRODUCTION TO COMPUTERS & PROGRAMMING

Instructional Aid

August 2022-Present

- Conducted office hours for students to ask questions about class projects, labs, homework, or lecture materials

Activities

New Life Church Group Leader

September 2020-Present

Skills

Languages: C++, Verilog, MATLAB, Python, Bash, HTML, CSS, JavaScript

Other: Linux, Microsoft Office, Raspberry Pi, Docker, Arduino, FPGA, Unreal Engine, Conan, PowerBI