

# Luke Cannon

SOFTWARE ENGINEER

(Preferred)  
[lukewzcannon@gmail.com](mailto:lukewzcannon@gmail.com)

0419 951 565

[linkedin](#)

[github](#)

[portfolio](#)

## INTRODUCTION

**Hi, I'm Luke** — A former Electrical Controls Engineer, now a software developer with a passion for design, problem solving, and building things that work well and look good.

I bring spirit and effective communication to the teams I work in, and I believe that helps me deliver creative technical solutions.

I'm excited to keep growing, and expressing my skills where I can.

## SKILLS & TECH

- **Frontend:** Typescript, Javascript, React, Next.js, React Native, HTML, CSS.
- **Backend:** Next.js, SQL, DynamoDB, Python, limited experience with Java and Springboot.
- **DevOps:** AWS (Cloudfront, S3), Docker, Pulumi, Auth0.
- **Environment:** Agile, CI/CD, IaC.
- **Soft Skills:** Strong communicator, client-facing experience, professional and personable.

## INTERESTS



## PERSONAL PROJECTS

### CONCORD CHARACTER CREATOR



- The official interactive character builder and submission portal for Perth's biggest LARP.
- Includes admin portal for approving character submissions.

## EXPERIENCE

### FULL STACK DEVELOPER

May 2023 - Current

### SEVEN WEST MEDIA

- Lead development of configurable content blocks for event pages, enabling non-devs to publish custom pages.
- Integrated ad technology for static and video ads.
- Overhauled a previously outsourced proof-of-concept into a production-ready app: scalable, functional, and responsive.
- Managed an Auth0 migration, splitting a tenant a migrating users with minimal disruption.
- Expanded and redesigned an internal admin tool, enhancing the UX and functionality.
- Maintained feature parity for web and mobile clients, both functional and UX.

### JUNIOR FULL STACK DEVELOPER

Jan 2023 - April 2023

### POWERLEDGER

- Optimised internal operations tool, cut load times to a fraction of the time.
- Gained experience in React and Spring Boot, as well as developing RESTful APIs within a microservice architecture.

### INTERN > GRADUATE CONTROL SYSTEMS ENGINEER

Nov 2020 - Jan 2023

### ELECTRO80

- Direct point of contact for industrial production client.
- Developed scripts to supplement control of mining rail safety systems.
- Built a data transformation tool for a large industrial dataset involving complex pathing logic.
- Created HMI screens for HV breaker control systems.
- Led the technical effort in a machine vision prototype for use in industrial safety automation.

### INTERN DEVELOPER

Nov 2019 - Nov 2020

### TECHNOLOGYONE

- Developed an internal tool for automated web testing.
- Gained valuable experience in Javascript, C#, Git, and agile methodologies.

### INTERN ENGINEER

Jan 2019 - Nov 2019

### POWER RESEARCH & DEVELOPMENT

- Worked on Control Philosophy for Pumped Hydro Energy Storage solutions.

## EDUCATION

### CURTIN UNIVERSITY

2016 - 2021

### BEng (Computer Systems), First Class Honours BSc (Computer Science), With Distinction

Thesis project was to develop an interactive software tool to simulate the effects of residential solar and battery storage.