

Luke Cannon

SOFTWARE ENGINEER

(Preferred)
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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 2024 - 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.