

# Luke Stainer

siric.lukestainer@gmail.com | [GitHub](#) | [LinkedIn](#)

## Education

### The University of Adelaide

Graduated Dec 2023

Bachelor of Computer Science (Distributed Systems & Networking) | 6.0 GPA

- **Courses:** Web and Database Computing, Distributed Systems, Algorithms and Data Structures
- **Awards:**  
Executive Dean's Certificate for Outstanding Academic Achievement (2021)  
Awarded for achieving High Distinction grades in at least 18 units during the year

## Work Experience

### Games Programmer Intern – Mini Mammoth Games

Jan 2023 – Mar 2023

Collaborated with fellow interns to produce two hyper-casual mobile games released on the Play Store, participating in daily standups and meeting set deadlines

- Responsible for programming inputs, level generation, and level transitions using event delegates
- Utilised scriptable objects and abstract classes to smoothly implement powerup and economy systems
- Resolved merge conflicts using Fork and Git

## Projects

### Maze Visualizer | [Repository](#) | [Deployment](#)

Personal Project

Used Vue.js to implement maze generating and solving graphics, deployed on GitHub Pages

- Completed maze generation with recursive backtracking, along with DFS and BFS for maze solving
- Established communication between components using custom events
- Leveraged media queries to ensure the maze and navigation bar are responsive and viewable on all devices

### Weather Aggregation System | [Repository](#)

Distributed Systems

Designed and implemented a weather aggregation system following a RESTful API in Java, with data expunging

- Aggregates weather JSON data from multiple content servers into a main aggregation server, accessible by sending GET requests via browser or through an included GETClient
- Leveraged sockets to allow for multiple GET and PUT requests to be processed asynchronously
- Wrote Bash scripts to serve as integration testing in face of a constrained development environment

### Mini Golf Mayhem | [Play Store](#)

Mini Mammoth Games Internship

Created a casual mobile game in a small team using Unity with 100+ downloads on the Google Player Store

- Designed system to unlock cosmetics using event delegate system and scriptable objects
- Configured player input and intertwined with event system to show player trajectory on input
- Built pseudo-random level generation system along with animated transitions between levels

### Event Scheduling Website | [Repository](#)

Web and Database Computing

Worked in a small team to create an event scheduling web application that allows users to plan events

- Created user and administrator dashboards, fetching backend data with appropriate MySQL queries
- Implemented user authentication system using AJAX, MySQL and Express.js sessions middleware

## Skills

**Languages:** Python, C++, HTML/CSS/JavaScript

**Tools:** Git, Unity, Figma, SvelteKit, Vue.js

## Referees

*Referees available upon request*