

Luke Floden

Senior Fullstack Web Developer

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CAREER SUMMARY

Experience	5+ years with startups in the healthcare and sustainability sectors
Skill Highlight	3+ years building web applications with React/Laravel
Leadership	Project lead of distributed teams and mentoring junior developers
Languages	Typescript, React, SvelteKit, Laravel
Tools	Sentry, Fly.io, Vercel, AWS, GCP

PROFESSIONAL EXPERIENCE

Cadence OneFive

New York, NY

Lead Software Engineer

05/2024 – 11/2024

Technologies: Laravel, Livewire, Alpine.js, Vite, Tailwind

- Led development team of 4 across 5 time-zones
 - Introduced weekly demos with stakeholders, re-aligning a project already 50% past its original timeline
- Responsible for site-wide UI design overhaul
 - Reducing 1000s of lines of copy-pasted code
 - Increased mobile support: Improving functionality and readability across 5 screen sizes
 - Fixing broken accessibility features: Loading/focus styles, keyboard navigation, fixing incorrect HTML
- Upgraded an aging, monolithic codebase
 - Saving 5+ developer hours weekly by transitioning from Webpack to Vite.
 - Eliminated source of frequent bugs: fixing component lifecycle management with an upgrade to Livewire 3
- Introduced automated linting/formatting to front and back end
 - Surfacing 20+ pages with broken HTML: addressing long-standing UI bugs
 - Reducing pull request burden by shrinking lines changed by 50%

Senior Software Engineer (contract)

02/2024 – 05/2024

- Led redesign of primary user flow
 - Brought cohesion to the design system, implementing changes in Figma
 - Optimized navigation UX: Providing <100ms response times to user's input (*INP Core Web Vital*)
- Co-led with CEO the process of acquiring a UI designer: Responsible for ultimate hiring decision.
- Made myself indispensable during contract period and took on lead/PM role upon promotion.

Curai Health

Palo Alto, CA

Software Engineer III

09/2022 – 06/2023

Technologies: React (Native), TanStack, Redux, FastAPI, Flask

- Developed cross-platform apps with over 20,000 downloads
 - Owned payment/paywall features: Planning, design, implementation, and A/B testing
 - Optimized state management with transition from Redux to TanStack Query
- Designed/implemented external typescript SDK+API
 - Minimally invasive to main product: utilizing cross-document messaging and custom routing

Software Engineer II

01/2022 – 09/2022

- Designed and Created an authenticated business-partner portal; with instant validation and user feedback
 - Integrated with Slack: aiding growth team in prompt outreach
- Kicked off a project for an external gateway service: managing gradual migration to microservices across 4 development teams
 - Championed Automated documentation and endpoint data type-safety through FastAPI
- Promoted to Software Engineer III, joining the core patient app team

Machine Learning Engineering Intern

09/2021 – 12/2021

- Developed an interactive data analysis tool for machine learning model pipelines (React + dc.js)
 - Early detection of bias and safeguards surrounding the demographics of our users.
 - Integrated into CICD with automated tests and generated reports.
 - Conducted user-studies to guide design of UX.

Justice AV Solutions

Louisville, KY

Software Engineer

01/2018 – 08/2019

Technologies: C#, .NET

- Developed networked audio/video desktop applications interfacing with custom in-house hardware.
- Pursued a Masters of Engineering instead of accepting offer of continued employment

EDUCATION, ACCREDITATIONS, & HONORS

University of Louisville: J.B. Speed School of Engineering

2021

- Masters of Engineering in Computer Science Engineering

Kentucky Colonel - Commissioned by Governor Ernie Fletcher

2007

- Honorary title granted for noteworthy service and accomplishments
- One of Kentucky's highest honors, dating back to 1813