

Daniel F. Luker

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Work Experience

Tata Consultancy Services - *Software Engineer*

June 2015 - Present

- Worked in development and maintenance of software applications for a variety of clients, as well as developing in-house proof of concepts using new technologies.
- Most recently worked with a large banking client in Charlotte, NC, managing software releases for a large segment of the bank. Worked with automation using Jenkins and BladeLogic and coordinated release management with the use of BMC Remedy software.

Duke University Computer Science Department - *Teaching Assistant*

August 2014 - May 2015

- Was in charge of leading a recitation section for 30 students in Data Structures and Algorithms class.
- Taught Object Oriented concepts, as well as concepts and implementation for major data structures and a variety of computer algorithms.

Education

Duke University

August 2011 - May 2015

- **Majors:** BSc in Computer Science and Mathematics. **Minor:** Russian Language and Culture.
- Relevant coursework: Computer Science: Software Design and Implementation, Algorithms, Operating Systems, Mobile Application and Cloud Development Mathematics: Real Analysis, Complex Analysis, Numerical Analysis, Mathematical Cryptography, Abstract Algebra.

Computer and Programming Skills

- Ample programming experience with Java and Java Technologies (JDBC, javafx), and Object-Oriented Programming.
- Extensive programming experience with systems programming in C/C++, Python.
- Extensive experience with web development, including programming in html, css and javascript. Knowledge of jQuery and database integration with Oracle and NoSQL databases.
- Mobile development experience in Android, including the release of two applications in the marketplace.

Software Projects

Infinity DTH - Full Stack Development (Technical Lead)

June 2015 - August 2015

- Implemented a website and database for case study.
- As a technical lead, I was in charge of the development of the middleware to enable communication between the front-end component and the database.
- Created a robust API for the jdbc connection, which included CRUD operations for all the java beans.
- Implemented front-middle communications using JSON objects. Allowed for the parsing of JSON objects directly into Java objects and vice-versa using GSON libraries.
- Created the required servlets to handle server response and redirection.

Game Development Environment - JavaFX Application (Team Lead)

March 2015 - May 2015

- Implemented a game development environment which allowed users to create robust games, including defining physics behaviour, and porting of games to different platforms.
- As a team lead, I was in charge of developing a specific xml encoder and parser, which allowed all the physics environment and gameplay information to be encoded in a way that could be read by a variety of platforms.
- Developed the GUI using javafx, creating a robust and flexible set of libraries which allowed for a modular design and adaptability to any specification.
- I was also in charge of allowing the user to input functions into the GUI, and be able to dynamically execute the defined functions. Made extensive use of Java 8 lambda expressions and general functional programming concepts.

Whistleblower - Android Application

October 2014

- Implemented a real-time messaging and data collection application.
- Synchronized with a Firebase backend to make real-time data available on the website as well as on the mobile application.
- Source code available at github.com/danielluker/Whistleblower.