

Luke Edwards

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GitHub: github.com/LukeDoesJava
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EDUCATION

University of Victoria, Victoria, BC
Bachelor of Science in Computer Science
Honours in Software Systems
GPA: 7.00 / 9.00

Expected Graduation: June 2026

Relevant Coursework: Operating Systems (A+), Computer Communication and Networks (A-), Computer Architecture (A+), Programming Languages (A)

EXPERIENCE

Damage Inc. — Volunteer Frontend Developer

April 2025 – September 2025

Gaming Community and Event Platform

- A website accompanying a discord community of **600+ users**, where users can host gaming events and meet like-minded individuals.
- Designed and implemented reusable UI components using **React** and **TypeScript**, supporting a large-scale online gaming community.
- Worked closely with backend developers to integrate REST APIs and data handling.
- Participated in Agile sprints and code reviews, contributing to feature planning and technical discussions.

Nova Maps — COOP Fullstack Developer

September 2025 – December 2025

Drone mapping software for emergency response teams

- Engineered a 3D terrain rendering feature utilizing elevation data (DEMs), enabling the development of advanced elevation-based features and layers for mission planning.
- Migrated core mapping libraries, including **Deck.gl** and **MapLibre**, to current versions within the **Next.js Typescript** application, resolving breaking changes and refactored legacy code to maintain optimal real-time data visualization and performance.
- Coordinated directly with the Sales and Customer Success teams to intake and prioritize critical issues, delivering bug fixes for core mapping functionalities within 24 hours to maintain client satisfaction.
- Implemented a global Resource State Manager to coordinate complex data coordination across mapping libraries, eliminated internal resource race conditions and yielded a **2x performance boost** in map tiling on terrain.

PROJECTS

Krumbz: Recipe Finder and Ingredient Tracker

July 2024 – Present

- Developed a private, containerized **API** using **Docker**, implementing **error logging** and a **data metrics suite** to track request success and failure rates through an accessible **GUI**.
- Designed and developed a mobile application interface using **React Native** and **Expo**, incorporating **design reviews** and **QA testing** with **Jest** and **Storybook**.
- Implemented a multi threaded web-scraping pipeline using **Node.js** (TypeScript) and **Python**, featuring a task queue and shared-resource management to efficiently process large-scale web data.

SKILLS

Programming Languages: C, TypeScript, Python, Java, R

Frameworks: React, Redux, Node.js, Next.js, Bootstrap, Tailwind CSS, Vite

Tools and Technologies: Git, Protobuf, Docker, Postman, Figma, MySQL, AWS

Other: English and French (Professional proficiency in written and verbal)

OTHER

Excellence in Introduction to Probability and Statistics: Awarded by the University of Victoria for outstanding performance in STAT260.

Diplôme d'études en langue française (DELF): Certified A2 level French language competency by the French Ministry of Education.