Luke Grippa

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EDUCATION

University of Delaware, College of Engineering **Newark, DE**
Bachelor of Science: Major in Computer Engineering, Minor in Computer Science and Cybersecurity *Expected May 2021*
Dean's List: Fall 2019, Spring & Fall 2020

SKILLS & INTERESTS

Coding: Java, Python, C/C++, JavaScript, Swift, HTML, CSS, Liquid, MVC, MySQL, Adobe XD, Adobe Photoshop
Language: Italian (Conversational)
Interests: Web development, snowboarding, guitar, soccer

PROFESSIONAL EXPERIENCE

Shop Fresh Seafood **Paramus, NJ**
Co-founder *May 2020 – Present*

- Built and developed a family run seafood delivery business providing hometown and neighboring communities with fresh seafood delivered to their homes during COVID-19
- Created and managed excel spreadsheets tracking all menu items and prices varying by week along with customer orders, billing, and invoicing
- Maintained a spreadsheet with historical business data and metrics including orders, pricing, costs, inventory and margins
- Currently building an online Shopify store, allowing customers to place their seafood orders online

GoVyrl, Inc. **Irvine, CA**
Software Developer *June 2019 – August 2019*

- Created a live testing automation framework to ensure ongoing website functionality using Java and Selenium
- Manipulated and cleaned data using Pandas, NumPy, and Matplotlib
- Analyzed complex landscapes of social datasets (Instagram, Facebook, YouTube, etc.) to extract valuable user data
- Utilized APIs to extract and stream this valuable data into MySQL databases
- Participated in sprint planning and development meetings to execute biweekly projects

Innovation Health and Design Lab **Newark, DE**
Lead Engineer Volunteer *February 2020 – Present*

- As lead engineer I assisted in developing a wearable assistive voltage exoskeleton for patients with MS
- Utilized the super elasticity and shape memory properties of nitinol wires to help move a patient's arms
- Programmed an Arduino Uno in C to use pulse width modulation to activate the shape memory properties of the nitinol wire

University of Delaware Capture the Flag Team **Newark, DE**
Team Member *February 2020 – Present*

- Competed in weekly Capture the Flag cybersecurity/hacking competitions involving web security, cryptography, reverse-engineering, and binary analysis
- Performed SQL Injections, XSRF, XSS, and XEE
- Analyzed and exploited RSA encryption, Vigenère ciphers, and Columnar Transposition ciphers using Python

PROJECTS

Autonomous COVID-19 Sanitizing Robot **Newark, DE**
https://github.com/grippal/autonomous-sanitizing-robot *September 2020 – Present*

- Developing an iOS application using Swift to allow users to check robot diagnostics and schedule daily cleanings
- Utilizing LiDAR and a two-dimensional C array to map the robot's surroundings and allow it to safely sanitize

Garden Design Software **Newark, DE**
https://github.com/grippal/garden-design *September 2020 – December 2020*

- Built a GUI software with JavaFX to allow users to create and view garden designs using native plants
- Implemented the MVC design pattern to allow for multiple views and to facilitate parallel development between team members via Git