

Jooseppi Luna

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| (603) 921-2271

Education:

Senior, Bachelor of Science in Mechanical Engineering and Computer Science

December 2018

University of Massachusetts Lowell, Lowell, MA

Related Coursework: Data Structures in C, Object-Oriented Programming in C++, Computer Architecture, Organization of Programming Languages, Foundations of CS, Algorithms, CAD (SolidWorks), Strength of Materials, Kinematics, Mechanical Controls, Thermal fluids

Skills:

Programming Languages: C, C++, Python, Scheme, MIPS Assembly, MATLAB

Version Control Systems: GitHub, IBM ClearCase

Operating systems: Windows 7/8.1/10, Ubuntu Linux, macOS

Text Editors/IDEs: Vim, Visual Studio, DrRacket, Arduino

Microsoft Office: Word, PowerPoint, Excel, Outlook

Technical: Motion control, image capture/processing, unit testing

Communications: Technical writing, presentations, public speaking

Relevant Experience:

Software Engineering Co-op, Mercury Systems, Andover, MA

May 2017 – January 2018

- Designed and built automated unit testing framework for IPMI firmware developers to use
- Showed strong design skills by building a project from broad requirements based on user needs
- Trusted with determining design and implementation specifics
- Interacted with manager, software director, and IPMI developers and balanced meeting all their different requests and needs
- Organized large folder full of old code from an old project and created a timeline relating different files to different phases of the project and explaining how they worked together
- Showed strong attention to detail by reviewing 70-page long IPMI firmware specification for specification review for errors both in style and content

Mechanical Engineering Research Assistant, HEROES Lab

June 2015 – December 2016

- Developed imaging tool to capture a mosaic of microscopic (500x) images of parachute fabric and stitched them into one large image
- Lead author on conference paper presented at AIAA Summer 2017 Aerodynamic Decelerator Systems Technology Conference
- Wrote SOP for 9-month experiment of weekly tests; conducted tests

Relevant Academic Projects:

Computing III (OOP in C++): Poker Game

Fall 2016

- Built a poker game that intelligently plays against the user
 - Use classes to represent card, deck, and hand; game plays the dealer's hand and gives the user an interface to play his hand; hands score themselves and the driver compares to declare the winner

Computing II (Data Structures in C, Unit Testing): Evil Hangman

Summer 2015

- Experience with unit testing, data structures, and procedural and data abstraction
- Implemented an AVL tree for storing and searching a dictionary of words

Volunteer Work:

Usher/Greeter, Park Street Church, Boston, MA

Fall 2006 – Present

- Consistently serving for 11 years, developing leadership and people skills
- Fill in for head usher when not present, managing 8-9 ushers welcoming a congregation of ~350 people