Luke Anderson

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Education

University of Central Florida — Orlando, FL
Computer Engineering B.S. Comprehensive & VLSI Track, Minor in Physics, GPA: 3.8 — *Aug. 2022 – May 2026*

St. Petersburg College — St. Petersburg, FL
Associate's of Liberal Arts, GPA: 3.8 — *Aug. 2020 – May 2022*

Experience

Software Engineer Intern — May 2025 – Aug. 2025
Lutron Electronics Company — *Austin, TX*

- Built cross-platform mobile features using **Kotlin** and **Jetpack Compose** for **Lutron's** smart lighting **app**
- Collaborated in an **Agile** team environment, leveraging **Jira** for sprint planning, task tracking, and iteration
- Adhered to software engineering best practices by implementing **unit tests**, contributing to **design documentation**, and participating in **code reviews**

Project Manager & Embedded Software/Firmware Engineer — Aug. 2025 – Apr. 2026
P.E.G.A.S.U.S. — *Orlando, FL*

- Utilizing **Jira** and **Agile/Scrum** project management style to manage my groups **Senior Design** project
- Programming in **C/C++** to read **flight sensor data** on an **ESP32** and create a GUI on a **Raspberry Pi4**
- Leveraging **SPI** for GUI line and **I2C** for sensor line for accurate processing

Software Engineer Intern — Jan. 2024 – Jul. 2024, Jan. 2025 – May 2025, Aug. 2025 – Present
Airmeez Inc. — *Remote*

- Developed **RESTful APIs** in **Go** for data transfer with the main server
- Aiding in **migrating** legacy architecture to new **microservice architecture** using **Docker** for containerized developement
- Utilizing **C++** to facilitate communication with telecom servers and extend **SoundHound AI** connection times

Projects

Pilot Enhanced Guidance and Augmented Sight Utility System (PEGASUS) — Aug. 2025 - Present

- In the research phase of the developement of a **heads-up display** for airplanes
- Using multiple MCUs to read, calculate, and display peripheral sensor data in **real-time**
- Programming in **C** for real-time data processing and **C++** for GUI display on HUD

Ultrasonic Range Finder | *Fusion360, C* — Jan. 2025 - Apr. 2025

- Assembled a **PCB** that uses an ultrasonic sensor and **MSP430** to display distance from an object to an LCD
- Designed schematic and PCB in **Fusion360** with part downloaded from **Ultra Librarian**
- Prototyped components on breadboard and wrote driver code in **C** through **Code Composer Studio**

Fit Link | *MongoDB, Express.js, Node.js, React Native, Google Cloud, Jest, Swagger* — Mar. 2025 - Apr. 2025

- Built a full-featured **back-end** for a personal trainer client management software in **Node.js** using **Express**
- Configured **Google Cloud** for **OAuth** and Calendar API connection to allow a **cross platform** user experience
- Utilized **Jest** for automated unit testing and ensure **100%** success of all APIs
- Developed **documentation** using Swagger API docs that run on the hosted server

Technical Skills

Languages: C/C++, Python, GoLang, Java, HTML/CSS, JavaScript, MIPS Assembly, PHP, SQL, Kotlin, SwiftUI
Developer Tools/Skills: Fusion360, Ubuntu (Linux), Code Composer Studio, Arduino IDE, Soldering, Breadboard Protyping, Circuit Design/Analysis, Embedded System Design, VLSI Analysis/Design

Relevant Coursework

Computer/Electrical Engineering: Linear Circuits 1 and 2, Digital Systems, Computer Organization, Computer Architecture, Electronics 1, Computer Communication Networks, Embedded Systems, Junior Design, Computer Aided Design of VLSI (IP)
Computer Science: Introduction to C, Data Structures and Algorithms (Computer Science 1 and 2), Introduction to Object Oriented Programming, Introduction to Discrete Structures, Quantum Information Sciences, Operating Systems, Processes of Object Oriented Software Developement, Robot Vision (IP)