

# Luke Broglio

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**Objective:** To obtain a full time position performing software engineering work starting in summer 2025.

## Education

**Iowa State University** | Ames, IA | Expected: May 2025

Bachelor of Science in Software Engineering; Minor in Cybersecurity | GPA: 3.6

## Work Experience

**National Information Solutions Cooperative** | Cedar Rapids, IA May 2023 – August 2024

- Collaborated with the Security Operations team to improve the security of applications.
- Coordinated between Version Control, CI/CD, and Software Composition Analysis software to track and remediate Common Vulnerabilities and Exposures.
- Presented solutions I worked on to other developers in a large group setting.

**Iowa State University** | Ames, IA December 2022 - January 2023; September 2024 - December 2024

- Assisted in teaching *Brief Introduction to Computer Programming* and *Introduction to Computer Graphics* courses.
- Graded assignments and provided feedback to students both in person and online.

**iD Tech Camps** | St. Paul, MN June 2022 – August 2022

- Taught student's various technical skills and helped them create their own projects on various topics C#, Unity and Unreal Engine, Java, and object oriented programming concepts.
- Collaborated with other instructors to create a safe and fun environment at the camp.

## Projects

**Message Aggregator App (Java, Springboot, MySQL)** August 2023 - December 2023

- Develop an app to gather messages and emails from different platforms into a single place.
- Utilized a Rest architecture to communicate between Springboot and Android applications.
- Worked with a team over the course of several months to create the project

**Raytracing Graphics Renderer (C++)** November 2023 - December 2023

- Wrote a program which used raytracing to render 3D models included in .obj and .mtl files.
- Dynamically found shadows and reflections based on ray bounces.

**Pokémon Roguelike (C and C++)** January 2023 – May 2023

- Created a traditional roguelike game with capture and battle systems inspired by Pokémon.
- Implemented polymorphism and dynamic allocation to create a wide variety of enemy behaviors.

## Activities and Leadership

**Emerging Leaders in Engineering, President** | August 2021 – Present

**Engineering Leaders of Tomorrow, Programming Chair** | March 2023 - October 2024

## Relevant Skills

C, C++, C#, Java, Python, HTML/CSS, JavaScript., Atlassian products, JFrog Artifactory and Xray, Gradle, Git, and Agile Development.