Luke Broglio

lukebroglio@gmail.com | 763-402-5664 | Ames, IA | lukebroglio.com | www.linkedin.com/in/luke-broglio/

EDUCATION

Iowa State University -- Ames, IA   **Expected: May 2025**
Bachelor of Science in Software Engineering -- GPA 3.6
- Minor in Cybersecurity

RELEVANT SKILLS

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

WORK EXPERIENCE

National Information Solutions Cooperative   Cedar Rapids, IA
Software Development Intern   May 2024 – August 2024
Software Development Intern   Part-time (Remote) August 2023 – May 2024
Software Development Intern   May 2023 – August 2023
- 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
Teaching Assistant (TA)   September 2024 - December 2024
Teaching Assistant (TA)   December 2022 - May 2023
- Assisted in teaching *Introduction to Computer Graphics* and *Brief Introduction to Computer Programming* courses.
- Graded assignments and provided feedback to students both in person and online.

iD Tech Camps   St. Paul, MN
Instructor   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