LUKE KINGSLEY



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SKILLS

- Python3
- JavaScript
- Java
- C++

TECHNOLOGIES

- OOP
- Git
- MySQL
- AWS
- Docker
- S3
- Kubernetes
- Machine Learning
- Computer Vision

EXPERIENCE

SOFTWARE ENGINEER / QUALCOMM

June 2019 - Present

My responsibilities include developing computer vision and machine learning based solutions for automation while also developing and maintaining the testing framework all using python3.

SOFTWARE ENGINEER IN TEST INTERN / INSTRUCTURE

May 2018 - August 2018

Wrote automation scripts using ruby and selenium as well as helped develop an API testing tool.

SOFTWARE DEVELOPER INTERN / IDAHO NATIONAL LABORATORY

May 2017 - August 2017

Created a customizable tool interface using C# and Unity for researchers to interact with 3D datasets within different virtual reality environments.

EDUCATION

B.S. COMPUTER SCIENCE 2019

University of Utah
Graduated with a GPA of 3.5 and a certificate in big data.

TECHNICAL PROJECTS

INITIATIVE TRACKER

Web Application built with Django, MySQL and ReactJs to help companies organize and streamline their continuous improvement initiatives.

SPREAD SHEET APPLICATION

Developed a Google Sheets type application built with C# and C. Features included persistent saves and loads through server downtime and up to 1,000 concurrent clients.