

LUKE LAPRESI

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lukelapresi.com

github.com/llapresi

Full-Stack and Interactive Developer in the Rochester / Buffalo NY region looking for full-time opportunities.

Creates experiences that users directly interact with both on the web and on native platforms. Strong experience with React, Angular, C#, Node.js, Unity, Swift, ASP.Net and more. Ideal individual for a neurodiverse workplace.

SKILLS

JavaScript, C#, React, Unity, Node.js, Angular, Swift, Gatsby.js, Webpack, Python, ASP.Net Web API, MongoDB

WORK EXPERIENCE

iOS/macOS App Developer: Super Easy Apps

August 2017 - December 2017

supereasytimer.com | Rochester, NY

- Spearheaded creation of countdown timer app after manager felt external offerings were too cumbersome
- App promoted from internal to commercial product after manager was impressed with ease of use
- Developed using **Swift 4** in an **Agile, Kanban, TDD** environment utilizing **GitFlow** and **XCTest**

Undergraduate Research: National Science Foundation

May 2017 - August 2017

cs.rit.edu/~reu/ | Rochester, NY

- Coordinated experiment to collect emotional responses of people reading Twitter narratives about jobs
- Analyzed 1140 response data-points using machine learning classifier created via **Scikit-learn and Python**
- Co-authored paper that was accepted for the NAACL 2018 Student Research Workshop (aclweb.org/anthology/N18-4019/)

Online Storefront Mangement: One World Goods

November 2013 - January 2014

Rochester, NY

- Reduced time needed to update online storefront by 40% by developing tools using C#, WinForms and ASP.NET MVC to track volunteer shifts and automate updating storefront items

PROJECTS

The Reef (RIT New Media Capstone Project)

January 2019 - May 2019

lukelapresi.com/the-reef

- Orchestrated development of interactive exhibit educating visitors about coral reefs and environmental responsibility using **Unity3D and C#**
- Enabled visitors to clean up an interactive projection of a coral reef using smartphones as motion game controllers by developing a **JavaScript, WebSockets and Node.js** based web app
- Empowered non-developer designers to create graphical effects by creating tools and shaders

Skatespot.io

January 2018 - October 2018

lukelapresi.com/skatespot-io

- Devised and programmed web app allowing skateboarders to find and add nearby points of interest
- Built fluidly animated, geolocation based front-end using **React, React Router, and OpenStreetMap**
- Engineered API, database and authentication with **Node.js, Express, MongoDB, Mongoose and Heroku**

Ministrare

August 2018 - December 2018

lukelapresi.com/ministrare

- Designed systems for game state management, UI layout and event scheduling and coordinated 2 other programmers to develop these systems as lead programmer of **Unity3D / C#** team project
- Enabled writers to create game content without touching logic by creating **JSON** dialog editor tool

EDUCATION

Rochester Institute of Technology

May 2019

Bachelor of Science, New Media Interactive Development, GPA 3.78