

LUKE LAPRESI

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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.

EDUCATION

Rochester Institute of Technology

May 2019

Bachelor of Science, New Media Interactive Development, GPA 3.78

Dean's List Fall 2015, Fall and Spring 2016, Spring and Fall 2018 and Spring 2019

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

SKILLS

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

PROJECTS

The Reef (RIT New Media Capstone Project)

January 2019 - May 2019

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- Orchestrated development of interactive exhibit educating visitors about coral reefs and environmental responsibility using **Unity** 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 **Unity** and **C#** based team project
- Enabled writers to create game content without touching logic by creating **JSON** dialog editor tool