LUKE LAPRESI

Full-Stack / Interactive Developer | Looking for Full-Time Positions

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WORK EXPERIENCE

iOS/macOS App Developer: Super Easy Apps

Rochester, NY, August - December 2017 | supereasyapps.com

- Sole developer and designer of Super Easy Timer (supereasytimer.com)
- Initially created for internal use but moved to production after results exceeded company's expectations
- Developed using **Swift 4** in an **Agile/Kanban, TDD** enviroment (**GitFlow**, **Scrum**, **XCTest)**

Undergraduate Research: National Science Foundation

Rochester, NY, May - August 2017 | cs.rit.edu/~reu/

- Created experiment to collect participant responses to Twitter narratives
- Utilized machine learning classifier (**Scikit-learn + Python**) to analyze 1140 response data-points
- Wrote paper in collaboration with co-researcher and mentors that was accepted by the NAACL 2018 Student Research Workshop (aclweb.org/anthology/N18-4019)

Online Storefront Management: One World Goods

Rochester, NY, November 2013 - January 2014

- Developed tools to track volunteer shifts and optimize the process of updating online storefront items
- Avg. time spent on updating the storefront was decreased by 40%
- Tools developed with **C# + WinForms + ASP.net MVC**

PROJECTS

The Reef (RIT New Media Capstone Project)

lukelapresi.com/the-reef

- Interactive exhibit for Imagine RIT festival
- Created systems allowing **Unity3D/C#** based game to be controlled by visitors using a **JavaScript** and **WebSockets** based web app.
- Created tools in **Unity3D/C#** enabling designers to create graphical effects without touching code

Skatespot.io

lukelapresi.com/skatespot-io

- Progressive Web App allowing users to find and add points of interest for skateboarders
- Used **React.js**, **React Router**, **OpenStreetMap** and **Webpack** to create geolocation based front-end
- Server developed with **Node.js**, **Express, MongoDB, Mongoose** and **Heroku**

Ministrare

lukelapresi.com/ministrare

- Lead programmer of **Unity3D/C#** team project
- Created systems for game state mangement, UI layout and event scheduling
- Created **JSON** dialog editor tool allowing writer to create game content without touching logic

Quantize

lukelapresi.com/quantize

- Rhythm based shoot-em-up game created in **Unity3D/C#** as individual study for IGME 590
- Implemented interactive music system, enemy AI, and game-state management using component based architecture

EDUCATION

Bachelor of Science,
Rochester Institute of Technology,
August 2015 - May 2019
New Media Interactive Development, GPA 3.78

HONORS / AWARDS / OTHER

- RIT Dean's List Distinction for Fall 2015, Spring 2016, Fall 2016, Spring 2018, Fall 2018 and Spring 2019
- RIT Achievement Scholarship
- Rochester Telecommunications Scholarship
- Ideal Individual for a Neurodiverse Workplace