

LUKE LAPRESI

Full-Stack + Interactive Developer | Rochester / Buffalo NY | Looking for Full-Time Positions

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WORK EXPERIENCE

iOS/macOS App Developer: Super Easy Apps

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

- Spearheaded creation of internal utility after manager was dissatisfied with competing external offerings
- Promoted to commercial product after results exceeded company's expectations
- Developed using **Swift 4** in an **Agile/Kanban, TDD** environment utilizing **GitFlow** and **XCTest**

Undergraduate Research: National Science Foundation

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

- Planned and coordinated experiment to collect participant responses to 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 Management: One World Goods

Rochester, NY, November 2013 - January 2014

- 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 using **Unity3D / C#** and developed core interactions
- Enabled exhibit to be controlled by visitors through smartphones by developing a **JavaScript, WebSockets and Node.js** based web app.
- Empowered non-developer designers to create graphical effects by creating tools and shaders
- Featured by event social media as highlight of event

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

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 (Fall 2015, Spring and Fall 2016, Spring and Fall 2018 and Spring 2019)
- RIT Achievement Scholarship
- Rochester Telecommunications Scholarship
- Ideal Individual for a Neurodiverse Workplace