

Luka Brown

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EXPERIENCE

ARISTOCRAT GAMING

June 2023 – September 2023

R&D Software Engineer Intern

Austin, TX

- Developed C++ replay ability for Electronic Gaming Machines (EGMs) for show demonstration.
- Created documentation and graphics to describe EGM workflow for internal presentation.
- Researched proprietary messaging standard to enable profile logins on local machines.

POINTE SAN MARCOS

August 2021 – October 2022

Leasing Consultant

San Marcos, TX

- Achieved top performance by selling 40% more leases than coworkers over 6 months.
- Formed impactful resident connections and increased renewal rate by 18% from 2021 to 2022.

TWITTER

May 2021 – July 2021

Software Engineer Intern

Remote

- Utilized SQL and Python to analyze engagement data to inform marketing campaigns.
- Improved C++ components on data processing pipeline leading to 14% improvement in speed.

EDUCATION

TEXAS STATE UNIVERSITY

August 2019 – May 2023

B.S. degree in Computer Science. Minor in Applied Mathematics. GPA 3.2. San Marcos, TX

Coursework: Machine Learning, Parallel Programming, Database Systems, Cybersecurity.

PROJECTS

DECENTRALIZED NETWORK VOTING SIMULATOR

October 2022 – November 2022

Lead Python Developer

github.com/lukabrown/Secure-Voting-System

- Applied directed acyclic graphs to create self-verifying nodes in the network to act as votes.
- Implemented custom hashing algorithm for security verification and malicious node pruning.

SKILLS

Languages: C/C++, Python, Java, CUDA, SQL, HTML, CSS, JavaScript, x86/MIPS Assembly

Libraries: PThreads, OpenMP, MPI, JUnit, Pandas, NumPy, Scikit-Learn

Tools: GitHub/SVN, Linux, Debugging, Agile/Waterfall Methodologies