

# Luke Belinc

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## Experience

- Software Engineer** > Developing and maintaining internal software tools for customer facing teams  
Bloomerang > Designing and building toolsets to automate data collection, transformation, and analysis  
10/2022–Current > Managing bottlenecks by creating new software tools to automate workflows  
> Coordinating multiple projects from initial planning through deployment  
> Shifting workflows to better fit customer needs and improve efficiency
- Associate Software Engineer** > Built and maintained internal software tools for the Experience Management Product Support organization  
Verint Systems > Automated workflows to create efficiency of scale while also reducing manual errors  
02/2022–08/2022 > Delivered continuous QoL updates to legacy software and systems  
> Built and deployed single page web applications via AWS EC2  
> Tasked with providing all necessary CLI training to colleagues  
> Acted as admin for 20+ mission critical PowerBI waterfall reports and data gateways  
> Utilized Agile software development approach with each project  
> Doubled 2022 annual release target goal by August
- Systems Programmer** > Built and bedugged software extensions for the GEOS-Chem and WRF-Chem modeling systems  
WSU–Huang Lab > Drew up comprehensive bug reports to identify pain points and provided solutions  
03/2020–10/2020 > Authored scripts to interpret and generate maps from atmospheric data models  
> Leveraged Bash, cron, and Slurm via WSU's HPC nodes (A.K.A. the Wayne State Grid) to automate and test software, data collection, and data modeling  
> Implemented GNU Make to build software and extensions  
> Held regular CLI training sessions with research students

## Skill Set

**Languages** C, C++, Python, Go, C#, Java, HTML/CSS, TypeScript, Bash, Haskell, CommonLisp, FORTRAN

**Frameworks/Libraries** POSIX, glibc, Angular, React, Express, Jasmine, pandas, Tkinter, NumPy, NLTK, Qt, .NET

**Tools** Unix shells (zsh, sh, Bash), GNU coreutils, Vim, Slurm, cron, PowerShell, Git,  $\LaTeX$ , Node.js, AWS (S3, EC2, Lambda), Database Managment Systems (PostgreSQL, MySQL, SQLite), Jira, Confluence, Notion

**Methodologies** Agile, CI/CD, Behavior- and Test-driven development

## Projects / Hackathons

- AirSkyBoat** 🌀 Continuous contribution to development of open source server emulator for Final Fantasy XI.
- DHack** 🌀 Designed health monitoring app using AWS Lambda, JavaScript and React Native. Won 2nd place overall and 1st place for the FitBit challenge.
- Chinese Character Dictionary** 🌀 Designed a simple character meaning and stroke order dictionary and thesaurus using Python, PostgreSQL, and Qt
- Mock Shell** 🌀 Mock POSIX-like shell built in C. Implemented libraries such as stdlib.h, signal.h, and unistd.h.

## Education

Wayne State University  
B.S. in Computer Science  
Detroit, MI  
2016–2021

## References

Michael Bowen  
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