

Luke Plewa

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Education

California Polytechnic State University, San Luis Obispo **Major GPA 3.5**
Bachelor of Science in Computer Science expected in Spring 2014.
Master of Science in Computer Science expected in Spring 2015.

Professional Experience

Verdigris Technologies Mountain View, CA June 2012 to September 2014
Software Engineer: Developing a Ruby on Rails and Ember.JS web app. Machine learning applications through Python and Django. Building and integrating Redis, PostgreSQL, MongoDB, and MySQL databases with PHP and Rails. Charts with D3.JS. Experience with firmware and Matlab. Collaboration through GitHub and Trello. Recruiting.

Skills

- *Languages:* Python, Swift, Android, Java, C, Ruby (on Rails), PHP, Javascript, C++, Latex
- *Databases:* Redis (NoSQL), MySQL, PostgreSQL, MongoDB
- *Libraries:* Freeglut, glut, glm, OpenGL, OpenGL ES 2.0, Enchant.JS, Ember.JS, Google API, Django
- *Version Control:* git, svn
- *Graphic Design:* Adobe (Photoshop, InDesign, Illustrator)
- *GUI mockups:* Evolus Pencil, Mockflow, Balsamiq
- *3D Modeling:* Autodesk Maya
- *Testing:* Rspec, JUnit

Projects

- *Algorithms:* Research in a parallel Needleman-Wunsch algorithm on DNA sequences
- *Android:* Lava Knight application (OpenGL ES 2.0)
Shape recognition application for Papyrus
- *Artificial Intelligence:* SkyNest - smart thermostat on Android using NEST
- *Computer Architecture:* Building a MIPS processor through logisim
Research in Multicore and Multithread Architecture and SSD Caching
- *Graphics:* Mesh simplification algorithm
- *Machine Learning:* Stock Market Prediction through Twitter (ANN, Boosting)
Energy Consumption Prediction
Sudden Cardiac Arrest Prediction
- *Operating Systems:* File System, Thread Library, Memory Simulator
- *Technical Writing:* iFixit.com repair guide, paper on the Ethics of Google Wiretapping through Gmail
- *Video Games:* Video game development blog
Enchant.JS video game for tablets
Spacecraft video game with dynamic explosion animations (OpenGL C++)
Networked video game based on territory control (OpenGL C++)

Website Portfolio: <http://users.csc.calpoly.edu/~lplewa>