

Luke Pomeroy

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🌐 Portfolio

🌐 lukepomeroy

🌐 luke-pomeroy

I'm a highly motivated self-starter driven by a genuine passion for technology and creative problem solving, with over a decade of experience in software development. I get satisfaction from crafting and implementing technical solutions that address user needs in innovative and impactful ways. I thrive on learning new languages, frameworks and technologies and solving complex challenges. In my free time I develop personal projects in order to hone my skills and keep up to date with emerging technologies.

Languages: Python, Java, JavaScript, TypeScript, HTML/CSS, Bash, SQL, PL/SQL

Technologies: Git, React, Redux, Node, Django, Flask, Docker, Linux, AWS, Spring Boot, Hibernate

Projects

Culture Trail

2023-present

Java | Spring Boot | Hibernate | PostgreSQL ~ React | Redux ~ Capacitor
A mobile app I'm developing, for providing self-guided city culture tours.

lukepomeroy.co.uk 🌐 luke-pomeroy/portfolio

2022-present

Python | Django | HTML5 | CSS | Oracle Cloud
My portfolio website, built to showcase my development skills and projects.

Cactusapp 🌐 luke-pomeroy/cactusapp

2021-present

Python | Django | HTML/CSS | Oracle Cloud
Maintains a record of cacti seeds and sowings, with an API endpoint for environmental data readings.

ImageAPI 🌐 luke-pomeroy/imageapi

2020

Node | Express | lovell/sharp
Microservice serving images on-the-fly with parameters for desired image size.

Education

M.A. in Museum Studies (1:1) *University of Leicester*

2010

B.A. Honours in Fine Art (2:1) *University of the West of England*

2006-2009

Training Courses and Certifications

LinkedIn Learning Courses

2022

- Designing RESTful APIs
- Docker for Developers
- Version Control with Git
- TypeScript OOP
- Breaking a Monolith into Microservices

PRINCE2 Agile Foundation *The Knowledge Academy*

2020

Introduction to Oracle SQL *Learning Tree International, London*

2013

Introduction to Crystal Reports *Learning Tree International, London*

2013

Experience

Software Developer *Freelance*

2016-present

- Configured, implemented and continue to maintain an open source Collections Management System Collective Access on AWS/Oracle Cloud for Glenside Hospital Museum in Bristol.
- Ongoing consultancy work with the Museum of London.

Software Developer *Museum of London*

2019-2023

- Designed a web-based system for issuing exhibition object lists to replace a manual process, allowing exhibition development to scale for the development of the new London Museum.
- Pioneered the implementation of an iOS app to facilitate movement of collections via barcodes, and customised/extended accompanying PHP RESTful API, resulting in a greater increase in accuracy of data (from %70 accuracy to %99.5 accuracy).
- Developed an automated image processor integrated with an SQL database, introducing the ability to scale image ingests and dramatic efficiencies in staff time (1 day per week).
- Implemented a dynamic statistics dashboard offering stakeholders valuable real-time insights into key workflow processes through advanced SQL queries.
- Collaborated with stakeholders to map complex workflows and define system requirements, bridging the gap between technical and non-technical teams via strategic workshops.
- Led and mentored a team of three, providing a help desk and training to over 100 users.

Formal role title: Documentation Manager - Systems and Data Lead New Museum

Systems Developer *Museum of London*

2013-2019

- Responsible for Oracle Database and user account administration, including creation of Crystal Reports and writing advanced SQL queries to migrate/manipulate large datasets.
- Oversaw a help desk and training programme for over 100 system users.

Formal role title: Documentation Officer

Collections Information Officer *Science Museum*

2011-2013

- Worked on two large scale projects to improve collections data for 1,800 objects decanted from the Ships Gallery, and 1,200 objects as part of a project to inventory controlled drug collections.