

# Luke Ponssen

luke.ponssen@gmail.com | (510)-516-5918 | [www.linkedin.com/in/luke-ponssen](http://www.linkedin.com/in/luke-ponssen)

## EDUCATION

---

### B.S. Computer Science and Engineering

Sep 2022—Present

*Santa Clara University Honors Program | Santa Clara, CA*

GPA: 3.93

Relevant Coursework: Abstract Data Types & Structures, Logic Design, Embedded Systems, Object-Oriented Programming & Advanced Data Structures, Calculus/Analytic Geometry III-IV, Discrete Math, Differential Equations

## PROFESSIONAL EXPERIENCE

---

### Full-Stack Developer

Jul 2023—Present

*AIMS Team, LLC | Fremont, CA*

- 200+ hrs of experience engineering full-stack solutions for mobile/web apps for 20 water/wastewater districts
- Import 1,000,000+ assets and their features using SQL and create spatial relationships using ArcGIS Maps SDK
- Manipulate 2TB of data from clients in SQL and connect it to web applications using C#, JS, HTML, and ASP.NET
- Engineer 3 mobile apps for clients using ArcGIS Online and REST API Service to automate data updates/queries

## RESEARCH EXPERIENCE

---

### Misinformation Research Assistant

Jun 2023—Present

*Santa Clara University | Santa Clara, CA*

- Scrape Twitter for 1500 tweets regarding controversial topics that potentially have misinformation or trolling
- Construct training datasets for ML models by labeling over 1500 tweets as misinformation, trolling, or both
- Collaborate/consult with Dr. Liu, Dr. Jazaieri, and 5 students in psychology, business, and computer science
- Present weekly project progression and new obstacles, update codebook with 10+ specific rules and examples

### AR/VR Developer and Researcher

Jan 2023—Present

*Human-Computer Interaction Lab at Santa Clara University | Santa Clara, CA*

- Collaborate with Dr. Lukoff and senior design team to create a [digital twin](#) of university dorms in virtual reality
- Implement Matterport SDK with Javascript to make 10 3D virtual scans of dorms accessible to touring students
- Contribute original ideas and research in weekly 3 hour meetings and guide our work using Agile methodology
- Presented our VR project for 20 mins to Matterport Executive Board, establishing their relationship with SCU

### Machine Learning Researcher

May 2020—Nov 2021

*Aspiring Scholars Directed Research Program | Fremont, CA*

- Coordinated/facilitated team meetings with advisors and team, distributed responsibilities among 6 members
- Compiled, organized, and processed 531,468 county-level demographic, economic, and education data points
- Increased Multilayer Perceptron classifier accuracy 15% by effectively utilizing industry feedback from Dr. Mui
- Presented the implications of statistically outstanding bellwether attributes at Southern California Conference for Undergraduate Research (SCCUR) 2021 which hosted over 700 online participants
- [Publication](#): Ponssen, Luke, et al. "Using Classification Models to Analyze Bellwether Counties in U.S. Presidential Elections." *Seriatim Journal of American Politics*, vol. 3, no. 2, 2021, pp. 8-21.

## PROJECTS

---

- [My Website](#): I created a website portfolio with no previous knowledge of website development; I learned through trial and error how to use HTML, Javascript, and CSS to create pages, customize the UI/UX, automate typing animations, color titles with gradients, and utilize external libraries to make the website interactive
- [Recreation of Mario](#): I created an animated character that navigates a complex 2-D map, collects coins, and performs super-jumps; I used Java and Processing to implement object collisions and platform detection

## SKILLS

---

- Spoken Languages: English, native; Spanish, proficient | Spanish Immersion Program (K-8) and AP Spanish
- Coding Languages: Python (4yr), Java (2yr), SQL (1yr), HTML (1yr), CSS (1yr), C & C# (1yr), Javascript (<1yr)

## AWARDS AND DISTINCTIONS

---

- Santa Clara University 2023 Maker Product Design Challenge [2nd Place \(\\$1500\)](#)
- Aspiring Scholars Directed Research Program (ASDRP) Leadership Award, California State Seal of Biliteracy