

Luke Ponssen

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EDUCATION

B.S. Computer Science and Engineering

Santa Clara University Honors Program / Santa Clara, CA

Exp. Jun 2026

Yonsei University / Seoul, South Korea

Aug 2024—Dec 2024

GPA: 3.9

Courses: Compilers, Networks, Operating Systems, Theory of Algorithms, Computer Architecture, Probability & Stats, Differential Equations, Discrete Math, Linear Algebra, Embedded Systems, Electric Circuits, Digital IC Design

PROFESSIONAL EXPERIENCE

Software Engineering Intern

Jun 2024—Aug 2024

BillionToOne / Menlo Park, CA

- Developed a customized AI assistant chatbot by streamlining OpenAI API calls to Slack Bolt App API endpoints
- Designed 6 custom features and 100+ use cases for Quality Assurance, Bioinformatics, and People Ops teams
- Reduced AI assistant response time by 61.3%, added multimodal support for 12 file types with LlamaParse API
- Streamlined deployment, enhanced scalability & increased containerization with Docker, Terraform, and AWS

Full-Stack Engineering Intern

Jul 2023—Sep 2023

AIMS Team / Fremont, CA

- 300+ 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

VR Software Engineer

Jan 2023—Aug 2024

Human-Computer Interaction Lab at Santa Clara University / Santa Clara, CA

- Create a [digital twin](#) of university dorms in VR, adapt website with hyper-attentiveness to user feedback on UI
- 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 to the Matterport Executive Board, establishing/bridging their relationship with SCU

RESEARCH EXPERIENCE

Machine Learning Researcher

May 2020—Nov 2021

Aspiring Scholars Directed Research Program / Fremont, CA

- Compiled, organized, and processed 531,468 county-level demographic, economic, and education data points
- Constructed SVM, Random Forest, Decision Tree models with libraries tensorflow, keras, sklearn, numpy
- Increased Multilayer Perceptron classifier accuracy 15% by effectively utilizing industry feedback from Dr. Mui
- Presented at Southern California Conference Undergraduate Research 2021 (hosted 700+ participants online)
- [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 & SKILLS

- [ZeroNic](#) | [Demo](#): In a 11-week HCI class, my team designed a vape pen to help users quit nicotine. I led UX research with 5 vapers, conducted 10+ usability tests, iterated on 20+ designs from paper prototypes to Figma
- [Google Calendar Wrapped](#): Inspired by Spotify Wrapped's annual data breakdown, I programmed a similar application to analyze how Google Calendar users spend their time and display the statistics in engaging ways
- [Website Portfolio](#): Taught myself HTML, React JS, and CSS in 4 days to create a dynamic and interactive website
- [Bronco Salt & Pepper Shakers](#): Designed hugging bronco salt & pepper shakers using SolidWorks CAD software and 3D printed 40 shakers over 250+ hours using Prusa and Ultimaker, laser cut acrylic sliders for the bottoms
- Skills: Python, Java, SQL, JS, HTML, CSS, C++, C | Git, Linux, ArcGIS, Docker, Terraform, AWS, Figma, ARM, RISC-V

AWARDS & DISTINCTIONS

- INRIX Hackathon 2023 | 1st Place (43 teams, 304 participants) | [Devpost](#) | [GitHub](#)
- Santa Clara University 2023 Maker Product Design Challenge | 2nd Place (\$1500) | [Website](#)