

# Luke Attard

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## Objective

Focused and versatile Interdisciplinary Computing student at the University of Kansas with a strong commitment to academic excellence, technological innovation, and community service. Seeking opportunities to apply my diverse skill set, research experience, and leadership qualities to contribute effectively to dynamic projects and make a positive impact in the field of computer science and beyond.

## Education

- **University of Kansas, Lawrence, Kansas** Graduated: *(May 2024)*
  - *Interdisciplinary Computing BS (Cumulative GPA: 3.78)*

## Professional Experience

- **University of Kansas, Graduate Research Assistant** *(August 2024 – Present)*
  - *Led programming efforts on a ML based AR app to aid in infrastructure inspection and repair projects.*
- **University of Kansas, Engineering Ambassador** *(Spring 2023 – Present)*
  - *Representative for the KU School of Engineering - conducted campus tours for prospective students.*
- **University of Kansas Undergraduate Research, Lead Programmer** *(Summer 2023 – Present)*
  - *Led programming efforts using Unity and virtual reality to study human-AI interactions.*
- **Kansas University Medical Center, Department of Biostatistics, Biostatistician** *(Summer 2023)*
  - *Analyzed data using R and machine learning models to support cancer research.*

## Skills

- **Programming Languages:** Adept in C#, C/C++, COBOL, JavaScript, Python, R.
- **Languages:** Native English; Intermediate in German and Maltese.

## Notable Projects

- **MTG Web App** *(Spring 2023)*
  - *Developed a C#/SQL web application simulating Magic the Gathering trading.*
- **Unity Self Driving Car** *(Fall 2021)*
  - *Created a Unity-based self-driving car model using C# to explore Neural Networks.*
- **COBOL Tetris** *(Spring 2023 – Present)*
  - *Developed a GNU COBOL-based Tetris game to better understand the language.*

## Honors and Awards

- Achieved KU Dean's List (Honor Role) every semester.