LUKE FARRITOR

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Computer Engineer

Incredibly motivated undergraduate student looking for experience solving difficult, impactful problems.

EDUCATION

University of Nebraska-Lincoln

Aug 2020 - May 2024 (Anticipated)

Raikes School of Computer Science and Management

- ◆ The Raikes School is a **competitive honors program** accepting about 40 students per year. It focuses intensively on computer programming, business communication, and effective leadership skills.
- Computer Engineering major, with minors in Business and Robotics Engineering
- ◆ Relevant Coursework: Calculus I, Calculus II, Calculus III, Computer Science I (Java), Computer Science II (Java), Innovation Processes (Design Thinking), Accounting (Financial & Managerial), Economics (Macro & Micro)
- ◆ Involvement: Elected to Raikes Student Advisory Board, Club Golf, Areospace Club, Big Red Startups

Homeschool Aug 2007 - May 2020

Combination of independent study, one-on-one tutoring, homeschool co-ops and AP classes

◆ ACT: 35 | GPA: 4.0 | National Merit Scholar

EXPERIENCE

Don't Panic Labs | *Software Engineering Intern* | *Lincoln, NE*

Summers of 2017, 2018 & 2019

- ◆ Worked full-time on creating MyLNK, an app and website that connects people in need to local charities.
- ◆ **Played leading role on development team** consisting of both interns and full-time engineers using HTML/CSS, Angular, TypeScript and NativeScript.
- ◆ Launched with over **13,000 app downloads** and **2,000 monthly website users**. First responders, teachers and guidance counselors have been trained on the project and many use it every day.
- Received **multiple awards** for community impact from organizations such as the Lincoln Homeless Coalition and Leadership Lincoln.

SOUNDTRACK. | Technical Lead | Lincoln, NE

2017 - Present

- Soundtrack is a **musical art installation** consisting of 50 computer-controlled guitars.
- ◆ **Approached by local artist** Charley Freidman to handle technical aspects of project.
- **Designed, programmed and assembled** custom circuit boards using STM32 microcontrollers, Altium and C.
- ◆ Wrote an Android app in Java to easily control music playback and designed custom guitar mounts.
- ◆ Raised **14,000 dollars** on Kickstarter using 4-guitar proof of concept. Currently building full installation for first showing in Q4 2020.

Park & Go | Summer Intern | Lincoln, NE

Summer of 2016

◆ Collaborated with another intern to build multiple internal tools and began a redesign of Park & Go's website.

SKILLS

Proficient with: C, Java, HTML/CSS, JavaScript/TypeScript, Blender, Git, Arduino, Unity, Linux/Windows shell **Comfortable with:** C++, C#, STM32, Python, Solidworks, Altium, iOS & Android development environments

Exposure to: PHP, SQL, Go, Apache, MongoDB, Godot Engine, Haxe

Other Passions: Golf (varsity letterman), Books (currently: Origin of Species), Piano (from age 5), Violin (still a beginner)