

LUKE FARRITOR

Computer Engineer

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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 interdisciplinary honors program** accepting about 40 students per year.
- ♦ Computer Engineering major, with minors in Business and Robotics Engineering
- ♦ Relevant Coursework: Innovation Processes, Computer Science 1, Calculus 1-3
- ♦ Elected to Student Advisory Board of the school

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.
- ♦ Launched with over **9,000 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.

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.
- ♦ **Wrote an Android app** 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 as well as a **redesign of Park & Go's website**.

SKILLS

Proficient with: C, Java, Python, HTML/CSS, JavaScript/TypeScript, Blender, Git, Arduino, Unity, Linux/Windows command line, Photoshop

Comfortable with: C++, C#, STM32, Solidworks, Altium, iOS & Android development environments

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

Other Passions: Golf (*varsity in high school*), Reading (*currently: Origin of Species*), Piano (*since age 5*), Violin (*still a beginner*), Church Service (*bell ringer, lectionary, etc.*)