Luke Cheng

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EDUCATION

Purdue University, West Lafayette, IN | August 2017 - May 2021
Computer Science: Bachelor of Science, Semester Honors
Relevant Coursework: Operating Systems, Systems Programming, Foundations of Computer Science, Functional and Object-Oriented Programming, C Programming, Software Testing, Data Structures and Algorithms, Computer Architecture, Multivariate Calculus, Linear Algebra, Introduction to Probability

PROFESSIONAL EXPERIENCE

Fidelity National Information Systems, Atlanta, GA
Technologist Engineer | June 2021 – Present
- Designed and coded an application using the software development life cycle to automate and speed up the underwriting process for various thousands of merchants around the world
- Helped the company reduce thousands of dollars in the underwriting process
- Quickly delivered the rapidly changing requirements and communicated with other team members in resolving bugs and pushing features out to market, reducing company overhead by 70%
- Communicated results effectively using Scrum and agile methodologies, saving 10 hours per week

TechPoint, Indianapolis, IN
Product Development Team Member | June 2020 – July 2020
- Lead and designed a website that helps thousands of tourists minimize the risk of infection from COVID-19 by tracking their location and determining the risk at the given location while checking for their own health by meeting a tight deadline of fewer than 4 weeks
- Developed a web application that communicates with firebase and stores the time of a user's location as well as asking the users health relatively frequently and reducing dozens of departments for health officials
- Helped lead and improved tourism in the State of Indiana during the Coronavirus Pandemic, mitigating the loss of economic activity by 30%

Underwriters Laboratory, Fremont, CA
Wireless Product Testing Intern | May 2019 – August 2019
- Verified various wireless products to ensure that they're safe for 100% of consumers and helped save companies millions of dollars in avoiding PR damages
- Worked with various wireless technologies such as LTE, GSM, and other technologies, with a team of 10 to ensure that frequencies met proper standards
- Quickly communicated the results to the FCC and 20 other government agencies

PROJECTS

Talk Purdue | May 2020 – June 2020 | Site
- Implemented a social media application that allows users to talk about their own ideas through posts, receive feedback through liking and comments from those posts, and be notified of such changes through a notification center
- Created a Node Server that stores the posts, comments, notifications, and chats while displaying the website via React
- Utilized React.js, Node.js, Firebase, Redux, Postman for best dynamic website

Microsoft Capstone | August 2020 – November 2020
- Helped open-source the Minecraft render engine and reduced work by 50% for the engineers
- Teamed up with 6 other people to deliver the redistribution of necessary files to simplify the file structure and communicated progress with supervisors, teammates, and professors
- Assisted my teammates by modifying and testing the file changes for the render engine as well as using SCRUM to set our progress and cut overhead by 20%

SKILLS AND INTERESTS

Programming Languages: Assembly, C, C++, Java, JavaScript, Python, R, SQL, HTML/CSS
Technologies: Terminal, IntelliJ, CLion, PyCharm, VS Code, Git, Postman, Firebase, GCP, Node.js, React.js, Material UI, Redux, Postman
UI/UX/Modeling: Autodesk Fusion 360, Cura
Soft Skills: Orientation Leader (2019, 2020), Scrum (master), Agile
Interests: AI Programming, Front End, Back End, Software Engineering, Data Analytics