

Luke Donato

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[Github](#) • [Portfolio](#) • [LinkedIn](#)

Projects

SoundStation Rails, React, Flux [live](#) | [github](#)

Single-page app for sharing/playing music based on SoundCloud.

- Optimizes load time and resource usage by using only a singular HTML5 audio tag.
- Utilizes AWS S3 cloud storage for application flexibility and scalability.
- Uses React.js to dynamically and efficiently rerender page components.
- Leverages a RESTful JSON rails API that allows for sound/user CRUD.

JewelJump JavaScript, HTML5, Canvas [live](#) | [github](#)

Addictive platform-jumper game inspired by doodleJump.

- Incorporates HTML5 Canvas for dynamic animation.
- Created physics engine with axis-aligned bounding box collision detection and gravity for character control.

kingDOM JavaScript [github](#)

Lightweight library for querying/modifying the DOM.

- Contains methods for standard DOM node manipulation to update HTML/CSS.
- Allows for AJAX requests built on top of Web API.

Skills

Ruby, Ruby on Rails, JavaScript, jQuery, React/Redux, SQL, Git, HTML/CSS

Experience

eFront Financial Solutions

2011-2016

Reporting Analyst

New York, NY

- Developed and delivered financial reports through the use of SQL, FrontScript (proprietary SAS derivative) and Excel VBA.
- Achieved top performer status in group leading to Business Consultant role.

Business Consultant

- Provided consulting services to Venture Capital, Pension/Hedge/Private Equity funds via multiple software implementations across North America and Europe.
- Successfully configured cashflow monitoring module via VB scripting to allow for advanced custom client specifications.
- Trained group of four hirees in proprietary query and dashboard technology.

Education

Rutgers University, B.A. Economics

2007 - 2011

Statistics Minor

Course Highlights: Econometrics, Economic Game Theory, Probability Theory

App Academy, New York, NY

April - July 2016

Intensive 1000-hour web development course with < 3% acceptance rate. Focus on Ruby/Rails/JavaScript/React, coding best practices, and pair programming.