Luke Smalley

lukedsmalley@gmail.com linkedin.com/in/lukedsmalley
770-757-7949 github.com/lukedsmalley

EDUCATION

Georgia State University in Atlanta, Georgia

Bachelor of Science in Computer Science, August 2020 (3.29 GPA)

Selected Coursework: Mobile App and Web Programming, Embedded Systems, User Experience Design, and Fundamentals of Supervised Machine Learning

EXPERIENCE

Software Engineer

Ottomation, LLC. in Dawsonville, Georgia (May 2018 - Present)

Team member developing control software, infrastructure, and user interfaces for Ottodock products: automated dock management systems that can function autonomously or as directed by a customer or concierge.

STEM Instructor

Woodruff Scout Camp in Blairsville, Georgia (June-July, 2015-2018)

Instructed Scouts in the Programming, Robotics, and Digital Technologies Merit Badges. Programming MB students were introduced to basic programming concepts in Python, C (for Arduino Devices), and ladder logic (for CLICK PLCs). Robotics students built and programmed Parallax Boe-bot and LEGO Mindstorms robots.

Software Development Intern

Siftit, Inc. in Sandy Springs, Georgia (June-July, 2014)

Created automated UI tests for the company's product using Java and the Selenium web testing framework. Interns were also given a few small features to implement in the application itself.

SKILLS

Regularly-Used Technologies

- JavaScript and TypeScript
- Node.js
- HTML and CSS
- C/C++ on Arduino-compatible MCUs
- Java
- SQL databases
- Debian Linux
- Basic AWS and DigitalOcean services
- Git version control

Technologies Being Learned

- React and Vue.js libraries
- Docker

Technologies Less-Frequently Used

- Kotlin
- Spring Boot web framework
- Python
- C# (pre-4.0 language features)

ACHIEVEMENTS

Eagle Scout

Boy Scouts of America (May 2015)

ACTIVITIES

Hackathon Participant

Attended twelve student-oriented hackathons at universities across the southeast; Participants form teams and attempt to develop a novel application in 24-36 hours, which they may present to a series of judges at the end of the allotted time to compete for prizes awarded by event organizers and sponsors. The most successful entries to which I contributed were:

- Proof-of-concept for a door lock using a keypad in augmented-reality
- Automatic check-in station using facial recognition
- A web-app marking locations where food is available free-of-charge