

Luke Files

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EDUCATION

San Diego State University <i>Bachelor of Science in Computer Science</i>	San Diego, CA Aug. 2023 – May 2026
• Courses: Ethics & AI, Machine Learning, Operating Systems, UNIX System Admin, Database Theory Implementation, Computer Architecture	

EXPERIENCE

World Computing Organization Secretary <i>San Diego State University</i>	January. 2025 – Present <i>San Diego, CA</i>
• Managed club operations and communications for the World Computing Organization, coordinating events, meetings, and member outreach to foster a collaborative technical community.	
Software Engineer Intern <i>Sage Oak Charter School</i>	Sep. 2023 – Present <i>Redlands, CA</i>
• Created scripts using JavaScript to organize data for schoolwide field trips and verify the data accuracy.	
• Wrote unit and integration tests to improve code reliability and reduce bugs within verification.	
• Collaborated with senior engineers in code reviews, feature design, and performance optimization to ensure scalable, maintainable solutions.	
• Contributed to documentation and streamlining workflows.	
College Student Instructor <i>Sage Oak Charter School</i>	Sep. 2023 – Present <i>Redlands, CA</i>
• Instructed and mentored 200+ college students in Java and Python, covering core programming concepts, object-oriented design, and algorithmic problem-solving.	
• Developed and delivered comprehensive lesson plans and coding labs introducing advanced topics such as foundational data structures, increasing students engagement.	
• Assessed student performance through hands-on projects and coding challenges, providing individualized feedback to strengthen programming proficiency and computational thinking skills.	
• Created custom JavaScript scripts to organize and compile student data for other instructors, automating grading workflows and improving the efficiency of classroom management processes.	

PROJECTS

Aztec AI Basketball Scout <i>Python, Java, Django, FastAPI</i>	December 2024 – Present
• Developed an AI-powered basketball scouting system leveraging computer vision and web scraping to collect player performance data and generate predictive game insights	
What's The Move in SD <i>Java, HTML, CSS, JavaScript, Spring Boot</i>	December 2024
• Developed an interactive web application in Java featuring dynamic sorting mechanics, with a user interface prototyped and designed in Figma	
• Implemented web scraping to aggregate local events in and around San Diego State University, enabling sorting by distance, activity type, and additional filters for enhanced usability	

TECHNICAL SKILLS

Languages: Python, Java, C/C++, JavaScript, HTML/CSS, MySQL
Frameworks: React, Node.js, Django, FastAPI
Developer Tools: Git, VS Code, Visual Studio, IntelliJ, Jupyter, Anaconda
Libraries: pandas, NumPy, Matplotlib, scikit-learn