

Luke Erling Fredrickson

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EDUCATION

University of Vermont // Burlington, VT

Sept 2018 — Present

- *Major:* Computer Science
- *Honors:* UVM Honors College
- *Relevant Coursework:* Object-Oriented Java, Web Development

degree expected May 2022

Lakeside School // Seattle, WA

Sept 2014 — June 2018

- *GPA:* 3.8

Mountain School (Milton Academy) // Vershire, VT

Feb 2017 — June 2017

TECHNICAL SKILLS

Programming Languages

Fluent: Java, HTML, CSS

Proficient: JavaScript, PHP

Familiar: Python, SQL

Frameworks/Libraries/Tools

Git, RegEx, JavaFX, Unreal Engine, Agile & Scrum

Other Software

Adobe Photoshop, InDesign, Lightroom, and Illustrator

Certifications

freeCodeCamp: JavaScript Algorithms & Data Structures

PROJECTS

Personal Website: www.lukefredrickson.info (for additional information and projects)

Project Albatross

- Collaborated with two other students to create a 3D open world game in Unreal Engine.
- Designed and scripted UI, scripted save/load functionality and day/night cycles.
- Utilized Git and GitHub to manage a large file repository and avoid file conflicts.
- Utilized Agile & Scrum methods to stay on track during a five-month development period.

Clicker Lord

- Programmed a basic fantasy themed clicker game using Object Oriented Java and JavaFX.

WORK EXPERIENCE

Freelance Construction // Seattle, WA

Summer 2017 & 2018

Construction and House Painting

- Learned construction and painting skills, critical safety skills, and detail-oriented work ethic.

VOLUNTEERING

Washington Trails Association // Seattle, WA

Sept 2014 — June 2018

Trail Maintenance // Youth Ambassador (2017 — 2018)

- Presented to groups of 20+ students about volunteering to increase youth participation.
- Collaborated in work groups of 15+ people to maintain hiking trails using hand tools.