

Luke Geiken

Software Engineer

Work Experience

Full Stack Engineer • Microsoft • July 2017 – Present

- Working on Windows Community underneath Azure, using mostly Asp.Net Framework/ C# for API backend and Angular JS v6+/ JavaScript for frontend.
- Most of my time is spent on API infrastructure/ code development, automation, and testing for new features.

Software Engineer Intern • Microsoft • May 2016 – Nov 2016

- Worked on the CodeSign team underneath the Universal Store. Development was mostly in C# building/ testing a new Service Fabric application meant to boost performance of CodeSign's malware scanning processes.
- Project benchmarks included handling large amounts of concurrency, creating/ retrieving millions of documents per day, and required database partitioning/ performance standards to be hit.

Software Engineer Intern • Bunchball • June 2015 – May 2016

- Worked on project as a full stack developer using JavaScript, Ruby, Docker (compose & swarm), Node.js and Angular JS.
- My project was building an environment load testing application that spins up Docker containers for specified RSpec tests. Those tests then hit an environment's API from multiple Docker containers, grabbing analytical data for DevOps to see how certain environment API's respond to varied request loads.

Software Engineer • Gifasent (startup – not active) • Fall 2014 – Spring 2015

- Android and iOS gif-based messaging app that I co-founded. The app was written in Angular JS v1 using Cordova and Ionic Framework.

Education

Iowa State University • 2013 - 2017

Bachelor's Degree in Computer Science

Activities

Music Production

I play drums and guitar. Still learning piano and production software

Side Projects

I am working on a couple private repo side projects for some fun

Athletics

I play soccer, baseball, and want to get into curling. I also enjoy running occasionally.

Contact Info

Email

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Phone

(402) 214-8577

Website

lukegeiken4.github.io/its-me

General Skills

Coding



Debugging



Testing



Cloud Services



Top 3 Languages

JavaScript



C#



Ruby

