Luke Sorvik

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Profile

I'm a junior Computer Science student at the University of Washington Seattle, I'm actively seeking opportunities to grow and learn in a professional setting. Eager to apply the knowledge and skills I've acquired in my coursework to real-world projects. I'm currently available for internships during Summer and Fall 2024, with plans to graduate in June 2025. I possess a strong passion for learning and a keen interest in utilizing the latest technologies to tackle challenges and make meaningful contributions.

Education

University of Washington   **Seattle, USA** *2023-June 2025*
Bachelor of Computer Science (In Progress)
Relevant Courses: Linear Algebra, Calculus 1-4, Computer Programming in Java, Discrete Math, The Hardware/Software Interface, Probability/Statistics, Data Structures and Algorithms

Projects

Portfolio Website - **JS, HTML, CSS:**
The portfolio website utilizes CSS for responsive design, ensuring seamless adaptation to diverse screen sizes and devices. Additionally, it implements dynamic rendering techniques via Three.js to create an immersive 3D environment. Cross-browser compatibility is prioritized across different web browsers.

Automated Weather Updates via Text Messages - **Python :**
Crafted a program capable of delivering weather updates and real-time sky images from traffic cameras to multiple recipients. Users can customize the schedule and frequency of updates. The system utilizes the EmailMessage Library to seamlessly convert emails into text messages, ensuring compatibility with various carriers.

Data Structures - **Java :**
Exclusively crafted data structures using primitive data types and custom-built classes, without utilizing Java's built-in data structures. Additionally, created comprehensive JUnit tests employing techniques such as fuzzy testing to ensure reliability. Engineered the implementations: AVL Tree, Chaining Hash Table, HashTrieMap, HashTrieSet, Array Stack, Circular FIFO Queue, ListFIFOQueue, MinHeap, and Linked Lists.

Professional Experience

3D Artist, *Freelance*   **Remote,** *2020 − present*
- Researching techniques to lead to 50% more efficient workflows to deliver projects to clients faster
- Utilizing Blender, Premiere Pro, and Photoshop to edit rendered photos and videos
- Optimizing 3D model topology to ensure fast and efficient rendering

Video Editor, *Freelance*   **Remote,** *2017 − present*
- Communicating with clients to ensure that their vision of the project is met
- Utilizing software to ensure that a fast workflow is used to meet project deadlines
- Utilizing Premiere Pro and After Effects to edit hours of footage into a cohesive product

Scott's Dairy Freeze, *Assistant Manager*   **North Bend, WA** *2019 − 2020*
- Led the team and assigned tasks to better meet projected sales
- Solved customer and employee issues to ensure restaurant performance
- Enhanced the work environment by listening to and supporting my team

Jiffy Lube, *Car Technician*   **North Bend, WA** *2018 − 2019*
- Communicated with customers about required services and explained manufacturer recommendations
- Utilized manufacturer manuals to ensure correct procedures were followed for repairs

Skills

- **Programming Languages:** Java, Python, Html, C, C++, JavaScript, CSS, Assembly
- **Operating Systems:** Windows, Linux
- **IDEs:** Visual Studio Code, Intellij, Eclipse
- **Other Tools:** GitHub, Unity, Excel, Powerpoint, Bash, GDB, Adobe Premiere Pro, After Effects, Photoshop, Blender
- **Soft Skills:** Presentation, Planning, Organized, Creative Problem-Solving, Teamwork, Active Listening, Adaptability, Analytical Thinking