Luke Zach Smith

linkedin.com/in/lukezsmith github.com/lukezsmith

Education

• B.Sc. Computer Science (2:1), Durham University.

2019 -- 2022

Relevant Courses: Algorithms and Data Structures, Networks and Systems, Artificial Intelligence

Experience

Full Stack Developer

ViewTest (Remote, Part-Time Contract)

Aug 2021 -- Jan 2022

- Developed a monetised JavaScript Chrome extension that interfaces with Amazon.com to facilitate product market research for clients. The extension increased revenue for ViewTest by amassing 1000 users in the Chrome Web Store.
- Architected and developed a custom **React** survey platform that integrates with a third-party survey respondent marketplace to provide ViewTest clients with paid market insights and enhanced ViewTest's revenue model.

Frontend Developer

ShimmerCat (Remote, Part-Time Contract)

Dec 2020 -- Apr 2021

• Integrated Shimmercat's compression engine into a **JavaScript** Chrome extension that demonstrates image compression quality and generates downloadable compression statistics. This improved new partnership agreement conversion.

Full Stack Developer

Crowdbotics (Remote, Part-Time Contract)

Sep 2020 -- Dec 2020

- Built a custom **Django-backed** social media scheduling platform with **Amazon Web Services (AWS) S3** bucket storage integration. The platform improved client brand awareness and productivity.
- Developed and deployed a **JavaScript** Chrome extension that utilises LinkedIn and **AWS S3 APIs** to allow users to post brand-curated content directly to LinkedIn and improve their social media presence.

Software Developer Intern

FDM (London, UK)

Apr 2018 -- Oct 2018

- Led the development of a new, digitised hiring system. Built a prototype hiring dashboard application in ASP.NET.
- Identified and met with key HR stakeholders to find bottlenecks in existing hiring systems.
- Designed a novel, efficient consultant-client matching system that reduces consultant placement waiting time.

Projects

Co-operative Multi-agent Reinforcement Learning in Partially Observable Card Games Github Link

- Constructed a number of deep reinforcement learning solutions for team-based card games.
- Used Python and PyTorch to build agents comparable with state-of-the-art academic literature.

YawPy Github Link

 Built a 3D graphics engine with Python, NumPy and Pandas. The engine provides real-time output of a model based on IMU data and a complementary filter that fuses gyroscope, accelerometer and magnetometer readings.

MyReadingList Github Link

 Developed a full stack Node.JS web application that utilises Google Books API for the creation of user-generated reading lists and user comments.

Technical Blogging Website Github Link

- Developed <u>lukezsmith.com</u>, a blogging website using **Django** and **React**.
- Published technical articles on topics such as <u>AWS Lambda Layers</u> and building <u>Serverless file-sharing MacOS apps</u>.

Skills

Languages: Python, JavaScript, HTML, CSS, C, Bash, Java, Swift, C#

• Frameworks: Django, Node.js, React, ASP.NET

Technologies: MongoDB, SQL, AWS (S3, Lambda Functions, CloudFront and Route53), Git, PyTorch, Docker

Awards

- Finalist of DurHack 2019 with WalkingBuddy, an Android app for scheduling group walks for enhanced city safety.
- Zero-Knowledge University 2022 Cohort Scholarship.