Luke Zach Smith

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Experience

Software Engineer

Raytheon (Harlow, UK)

Nov 2022 -- Present

- Proven C and Python software development and problem-solving skills to design and develop functionality and performance enhancements, bolstering Raytheon's complex radar system portfolio which serves ⅔ of global air traffic.
- Expertise in communicating with customers to define issues and devise effective solutions.
- Thrived in a multi-disciplinary small team environment, engaging with team members to drive effective cross-functional collaboration and succeed in large customer contracts.

Software Engineer

Izs Software (London, UK, Part-Time)

Jul 2020 -- Jan 2022

- Software Engineer for multiple full-stack development contracts whilst studying for my 2:1 BSc Computer Science degree.
- Devised novel solutions to client problems by identifying and incorporating multiple APIs (AWS, LinkedIn, Stripe) into modern, responsive Django, React web applications, improving user count and revenue numbers:
 - 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 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.
 - Engineered 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.
 - Integrated Shimmercat's compression engine into a **JavaScript** Chrome extension demonstrating image compression quality and generating compression statistic, improving new partnership agreement conversion.
- Demonstrated strong leadership and communication skills by devising solutions for clients and meeting tight deadlines as evidenced by a large number of satisfied clients who have provided positive feedback for me.

Education

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

2019 -- 2022

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

Projects

Alertbnb https://alertbnb.com

Developed a full-stack authenticated **Django and React** web application that incorporates **Stripe** payments, **Celery** scheduled tasks and **Scrapy** to create a custom Airbnb alert suite with paying users.

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>.

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 model output based on IMU
data and a complementary filter that fuses gyroscope, accelerometer and magnetometer readings.

Skills

• Languages: Python, JavaScript, HTML, CSS, C, Bash, Java

• Frameworks: Django, Node.js, React, Flask

• 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.