Luke Yoo
Software Engineer

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github https://github.com/micttyoid

Experiences

Software Engineer   **Programming.team**
2025   Remote - based in Chicago, IL
C#, .NET, Blazor, Azure, ChatGPT
- Developed the frontend for public webservice using .NET

Freelance   **H Card Project**
2024 - Present   Santa Barbara, CA
JavaScript, HTML, CSS, AWS S3, PostgreSQL, PostGIS
- Developed/operated the web-based digital card product and its service
- Implemented the simple GIS-based CRM

Developer   **Elsa Cleaning**
2023 - Present   Santa Barbara, CA
JavaScript, HTML, CSS, AWS S3
- Communicated with client with interactive feedback throughout development
- Developed, designed, and maintained the website for the local business

Projects / Contributions

Private game server | 2025 - Current | AWS, Docker, C++
- Built the distributed realtime system for a classic Massively Multiplayer Online game

Quantized Pathfinding | 2025 - Current | Rust, Docker
- Developed/published a library for pathfinding algorithm
- Showcased 2D data visualization and 3D game application

Flappy | 2025 - Current | Rust, Bevy, Docker, WASM
- Developed/deployed a clone of Flappy Bird in WASM

Promenade | 2025 - Current | Cloudflare Worker, JSX, JavaScript, Python
- Wrote the specification for the indexing mechanism
- Built the diagram rendering engine and markdown extension

The Comments | 2024 - Current | Express, React, OAuth2, PostgreSQL, AWS EC2, OpenAPI, Nginx
- Implemented the API, clients, the database, and OAuth 2 support
- Designed the deployment scheme and simple CI/CD pipeline
- Wrote and deployed the API documentation in OpenAPI

WhenIWork Clone | 2024 - Current | React, Node, Webpack
- Analyzed/reimplemented the original product
- Researched for additional features beyond the product

Patricia | 2024 - Current | Python, IRC, Nginx, FreeBSD Jail
- Implemented the bot to monitor the served, accessible by standard IRC client on mobile phone
- Built the private network, reachable through the internet

File System Loader/Manager in portable drive | 2023 | ZFS, Shell
- Designed and developed a portable solution for carrying personal data and environment settings, compatible with three operating systems on a single device, with backup functionality to arbitrary drives

Google Carbon | 2022 | Bazel, Bison, Git, Python
- Participated in the open source project
- Implemented FreeBSD compatibility for the toolchain/build process

Calendar Web Application | 2021 | React, Firebase, GCP
- Consulted with team members on technology selection and demonstrated the development workflow
- Provisioned and configured cloud infrastructure

Plurals | 2020 | C, Cocoa
- Refactored an existing codebase, transforming it into a market-ready product
- Analyzed the target commercial product

Personal Archive | 2020 | Django, Javascript, Linux, AWS EC2, Apache
- Developed/deployed the full-stack application

NN / ML for embedded system | 2019 - 2020 | ARM, STM32, CMSIS, C/C++
- Implemented analog-to-digital conversion
- Developed motion recognition system using gyroscope sensor
- Built a voice recognition system using neural network

Skills

AWS

API design/dev/op

API integration/incorporation

Authentication

CI/CD pipeline

Database/SQL

Javascript / HTML / CSS

Python

React

Rust