

Micah Luck

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EDUCATION

University of Cincinnati, Cincinnati, Ohio
Bachelor of Science, Computer Science

Graduating: May 2029

- Primary Coursework: Computer Systems, Computer Programming, Data Structures

SKILLS

- **Programming:** C++, Java, SQL, JavaScript
- **Technologies:** HTML, CSS, Git, Linux, Bash, PowerShell, Unity, Microsoft Intune
- **Learning:** Assembly, Python, Systems Programming
- **Operating Systems:** windows 10/11, Ubuntu, Proxmox

EXPERIENCE

Sims-Lohman | Cincinnati, Ohio

September 2025 - Present

IT Intern

- Diagnosed and resolved hardware, software, and networking issues across 1000+ endpoints.
- Created PowerShell scripts to automate file deployment and reduce manual setup time.
- Collaborated with IT to deploy Microsoft Intune policies across 600+ Windows devices to improve compliance.

Lawn Care & Snow Removal | Kings Mills, Ohio

May 2022 – August 2024

Managed My Own Business

- Managed all aspects of the business, including acquiring clients, scheduling, and invoicing.
- Built long-lasting customer relationships and improved services through consistent communication and quality work.

PROJECTS

RuneScape Market Tracker | HTML, CSS, JavaScript, SQL

August 2025 – Present

- Currently building a full-stack price tracking web application that pulls item data from an external API and stores the data in a PostgreSQL database for trend analysis.
- Implemented scheduled data collection to automatically update price using Node.js only if the price has changed by a specified percentage.
- Hosted PostgreSQL database and background JavaScript data collection/ trend analysis logic for 5000+ items on virtualized Ubuntu CLI container.

Homelab Server/ Automation | Linux, Proxmox, Containers/VM's, JavaScript

September 2025 – Present

- Built my own home server with a Proxmox hypervisor hosting multiple VMs and LXC containers for development and workloads.
- Configured port forwarding, DNS, and firewall rules to support stable networking and remote access.
- Optimized containers to consume as little resources as possible using Ubuntu CLI Containers and automating different server services to only start when necessary.

Unity Project | Unity and C#

Jan 2024 – May 2024

- Built a physics based first person shooter game for my senior engineering project, implementing UI, player controls, and game logic in C#.
- Learned how to effectively delegate my time while prototyping, debugging, and managing full development.

Arduino Robot | Arduino

August 2022– December 2022

- Programmed an Arduino robot with Bluetooth control allowing for directional movement and two custom actions.
- Integrated sensors/motors and collaborated with a 3-person team to design and test the product.

Activities

- OHSAA D1 State Track Athlete
- Volunteer at Matthew 25 Ministries
- IEEE Member