Luke Rossie

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Software Engineer

- **Team player** with experience working on large teams and collaborating with graphic designers and other members.
- **Adept in efficient project management** using Agile development practices and associated tools and processes to deliver new features in a timely manner.
- **Known for innovative problem solving skills,** overcoming obstacles, and finding efficient and robust solutions.

Technical Skills

- Frontend development using HTML5, React, TypeScript, jQuery, and PhoneGap/Cordova.
- Backend development in Python, NodeJS, Grails, Java, C++, Go, and PHP; databases include MySQL and PostgreSQL; deployed using AWS Lambda and EC2.
- Low level code and applications written in C/C++ (SDL, OpenGL).
- Unity Engine development in C#.
- Desktop and Android applications written in Java.

Professional Experience

Full Stack Developer, 2020-Present – Snail Games

I developed several features and new systems for the avatar and pet site Dappervolk.
- Developed chat server (using C++, boost, and websockets) and frontend.
- Customization of HTML5 minigames using createjs.
- General feature, maintenance, and bugfixing work on all parts of the site.

Technical Expert, 2019-Present - Thinkful

At Thinkful I work with students one on one, providing mentoring and assistance with technical problems.
- Technologies taught: JavaScript, jQuery, React, NodeJS, PostgreSQL.
- Working with managers and students to provide an excellent customer experience.

Software Developer Consultant, 2018-2019 – EV Technologies

At EV Technologies I contributed to their core product, Sherlock, which is written in Java using Apache and SAP Business Objects.

Full Stack Developer, 2017-2018 - Billaway

At Billaway I work on the frontend and backend for our user rewards program.
- Frontend development using jQuery and other Javascript libraries.
- Backend development using Grails and Nodejs.
- Integration with and development of REST APIs.

HTML5 Developer, 2015-2016 - Mantis Digital Arts

At Mantis Digital Arts I worked with several of our clients developing games and other software in

addition to the development of internal projects.

- Developed HTML5 games for Panasonic's Hometeam platform using a custom Javascript game engine. It involved delivering multiple games each month, making modifications to games based on user feedback, and working with other teams on the project to ensure a smooth user experience.
- Developed online courses, HTML5 games, and an interactive game engine for the educational company STEM-Fuse. I worked closely with members of the STEM-Fuse team and also with their customers directly to provide support on any of the products we built.

Misc. Freelance Development, 2012 - 2015

- Creating a game inspired by Final Fantasy Tactics. It involved creating a prototype world layout and solving technical problems that arose as the game mechanics were designed.
- Implementing features for their multiplayer online game Exile-Online. I added new features using existing systems in the game engine HeroEngine.
- From December 2012 to November 2014 I worked on various mobile projects on a feature by feature basis.

Education

- Completed the Computer Science transfer requirement of 60 units at Merced College in Merced, CA (2014).
- Attended South Dakota State University (2017)