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

Professional Experience

Technical Expert, 2019-present - Thinkful

At Thinkful I work with students one on one providing mentoring and assistance with technical problems.
- Frontend development using JavaScript, jQuery, and React.
- Backend development using NodeJS and PostgreSQL.
- Working with managers and students to provide solutions tailored to a specific students' needs.

Software Developer Consultant, 2018-2019 – EV Technologies

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

Full Stack Developer, 2017-2019 – Billaway

At Billaway I helped with the development of their survey platform and mobile rewards program.
- Frontend development using jQuery, deployed to mobile using Cordova.
- Backend development using Grails, Java, 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.

Education

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