

# 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

- Low level code and applications written in C/C++.
- Desktop and Android applications written in Java.
- Web technologies including HTML5, JavaScript, TypeScript, and PhoneGap/Cordova.
- Unity Engine development in C#.
- Backend development in Python, Node.js, Grails, Java and C++.

## Professional Experience

### Consultant, 2017 - Present

I consult for several companies, including full-stack development and project management.

- Frontend development using jQuery and other Javascript libraries.
- Backend development using Grails, Java, Node.js, and C++.
- Integration with and development of REST APIs.

### HTML5 Developer, 2015 - 2016, Mantis Digital Arts

At Mantis Digital Arts I worked with several clients developing games, in addition to the development of internal projects, and ensuring good communication between designers and other developers.

- 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.

### Freelance Programmer, 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)