

Blake Lalonde

balalonde01@gmail.com | (337) 534 -9484

[LinkedIn](#) | [Github](#)

WORK EXPERIENCE

Velocity Squared LLC - Baton Rouge, Louisiana (remote)

June 2023 - Present

Junior Full-Stack Developer

- Integrated Apple Pay API to update payment system in order to broaden forms of accepted payment
- Updated company website while using Bootstrap and Javascript to replace old HTML and CSS code and create a refreshed look
- Implemented a lightweight third-party JavaScript plugin to allow facial recognition for when users upload images for our image-match, allowing us to alert users to know if their input image is properly taken, even in low-bandwidth scenarios
- Improved photo-cropping algorithms for increased accuracy in our Windows application that photographers use to upload images in bulk
- Leveraged Azure Blob Storage for an efficient web-based file hosting, decreasing local storage for users and download times across multiple projects to streamline data management and enhance database performance
- Updated libraries to enhance rendering formats for text and graphics in C# to improve product customization such as rendering the layers to look closer to the end product.

Tech@Tyson - Springdale, Arkansas

Summer 2022

Summer Intern

- Integrated Docker images into the team's GitLab CI/CD pipeline to host Python scripts for branch maintenance
- Created an automated data ingestion process using GitLab API and Python to web scrape Scrum metrics for the project manager
- Assisted in the planning and creative processes for an email-subscribed company newsletter to keep employees informed about our team's research and ongoing projects

SKILLS

- Java, C++, Flutter & Dart, Python | C#, HTML, CSS, JS, React, SQL | GitLab/GitHub, Azure Blob Storage

PROJECTS

Mog 2.0

Spring 2023

Database Management Course (LSU) - Group Project

- Developed a dynamic, web-based front-end using React, HTML, and CSS
- Designed and developed a MySQL database by creating the schema and relationships between tables, such as user account settings and social media post information

Mog

Fall 2021

Software Systems Development Course (LSU) - Group Project

- Developed a mobile application using Flutter, to have compatibility on both Android and iOS devices
- Designed the front-end GUI using tools such as Microsoft Paint and Adobe Photoshop & Illustrator, focusing on intuitive user interaction and a visually appealing interface.
- Maintained a Firestore database to manage real-time data efficiently

Goober

Spring 2021

Object-Oriented Programming Course (LSU) - Group Project

- Collaborated with a team of student developers to design and implement a student-tutor matching application using object-oriented planning practices learned within the course
- Developed Java-based graphical user interfaces for the front-end
- Managed a lightweight NoSQL database server locally

EDUCATION

Louisiana State University (LSU), Baton Rouge, Louisiana

Bachelor of Science, Computer Science, Software Engineering

May 2023

GPA: 4.00