

Ivan Luk

Software Engineer | Las Vegas, NV (Open to Relocate and Remote) | (702) 576-7312 | luk.ivan.mech@gmail.com
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TECHNICAL SKILLS

Front End | JavaScript (ES5 and ES6), Typescript, React, Next.js, HTML5, CSS3, jQuery, Bootstrap, Chakra UI, Styled Components, Tailwind CSS, Mantine, Material UI, Sass

Back End | Node.js, Express.js, PostgreSQL, MySQL, MongoDB, RESTful API Development, Socket.io

Testing/Deployment | Jest, Mocha, Chai, AWS

Developer Tools | Git, npm, Webpack, Babel, Nginx, Agile Methodology, TDD

SOFTWARE ENGINEERING APPLICATIONS

Full Stack Engineer | Alley Hoops | [Github Repo Link](#)

2022

Full-Stack social media platform for pick-up basketball players to join and organize games with people in their area

- Devised and managed maintainable and scalable folder architecture and code structure, which allowed for straightforward and fluid incorporation of subsequent addendums
- Troubleshooted roadblocks for the developer team that allowed additional technologies such as Typescript to be effectively incorporated
- Built flexible instant messaging model using Socket.IO that accommodates direct and group messaging

Back End Engineer | Products API microservice | [Github Repo Link](#)

2022

Server/Database replacement for an existing API

- Enhanced server API robustness, redundancy, and scalability by applying a distributed systems approach for independent endpoints using AWS
- Decreased error rate from 1.4% to 0.2% at 1000 requests per second (RPS) by refactoring to an aggregated nested query, effectively decreasing transaction count by 66%
- Doubled server RPS limit to 1200 RPS while maintaining 27ms latency by horizontally scaling servers using NGINX load balancers

Frontend Engineer | Front End E-commerce App Product Display | [Github Repo Link](#)

2022

Developed a front end application to display product information for an existing API

- Implemented transitional product image carousel to enhance user experience and interactions using React/CSS
- Coordinated with agile team of 4 to centralize API calls to decrease average load times from 2.5s to 0.8s and improve code maintainability

PROFESSIONAL EXPERIENCE

Software Immersive Engineer Resident | Hack Reactor

Oct 2022 - Current

- Debug and conduct code reviews for junior engineers utilizing a Slack ticketing system with 95% resolution rate without escalation
- Evaluate and supervise technical and interpersonal performance of incoming engineers to ensure critical proficiency thresholds were met
- Improved team workflow efficiency by organizing workshops for identified productivity bottlenecks

Associate Project Engineer | Mechanical Products Nevada

Jan 2021 - Jun 2022

- Analyzed project costs utilizing a combination of manufacturer pricing software and Microsoft Excel to reduce project costs by 10-15%
- Coordinated with supply chain and major stakeholders ensuring 90% early or on-time delivery milestones
- Consulted with engineering firms on product specifications and optimized HVAC selection, resulting in improved overall system performance and longevity

EDUCATION

Hack Reactor | Certificate, Software Engineering Immersive Program

2022

University of Nevada, Las Vegas | B.S. in Mechanical Engineering

2019