

# Luke Wilimitis

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[wilimitis.github.io/portfolio](https://wilimitis.github.io/portfolio)

Objective	To create harmony between art and technology, one line of code at a time.	
Education	<b>University of Illinois at Chicago</b> Bachelor of Science in Computer Science Major GPA: 4.00    Cumulative GPA: 3.85 <i>Relevant: Data Structures, Algorithms, Hardware Systems, Operating Systems, Artificial Intelligence, Mobile Interfaces, OOP, Applied Linear Algebra, Calculus I-IV</i>	Aug '12 - May '16
Experience	<b>Triggr Health - Software Engineer</b> Created mobile app enabling 1,000 at-risk users to send 100,000 messages/mo. Constructed multimedia content editors with animated interaction elements. Contributed to distributed priority queue powering mission-critical services. Collaborated with end users and internal user team to drive feature development. <i>JavaScript, Java, Objective C, NoSQL</i>	July '17 - Present
	<b>Apartments.com - Software Engineer</b> Contributed to geospatial search interface used by 40 million unique visitors/mo. Created distributed messaging queue used internally across engineering teams. <i>JavaScript, C#, SQL</i>	Feb '17 - July '17
	<b>SWC - Software Engineer</b> Developed interactive data visualizations for analyzing geospatial datasets. Interpreted and tuned visualizations with statistical and business teams. <i>Python, R</i>	Jan '16 - Feb '17
	<b>Northern Trust - Software Engineer (Contractor)</b> Researched canvas methods to render high-volume interactive data visualizations.	Aug '15 - Dec '15
	<b>illumin8r - Model Renderer</b> <a href="https://github.com/wilimitis/illumin8r">github.com/wilimitis/illumin8r</a> Supports photon mapping with caustic and global illumination maps [Jensen 96]. Supports importance sampling the modified Phong BRDF [Lafortune 94]. Supports adaptive bounding volume hierarchy acceleration structure [Kajiya 86]. <i>C++, glm</i>	Sept '18 - Present
Projects	<b>Fragment Shader - Ray Marching</b> <a href="https://shadertoy.com/view/MltfR4">shadertoy.com/view/MltfR4</a> Supports Blinn-Phong shading, reflection, refraction, occlusion, naive anti-aliasing. <i>C, OpenGL Shading Language (GLSL)</i>	July '18 - Sept '18
	<b>3D Paint Brush</b> Stylus enabling painting in 3D space by transmitting accelerometer output to app. Final project for Computer Systems course, selected as innovative standout. <i>C, Processing, Socket.IO</i>	Oct '15 - Jan '16
Community	Contributed Android prototypes for heavily requested core React Native features.	