

Luke Myers

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Education

University of California, San Diego // B.S. in Computer Science

Aug 2023

Coursework includes: Advanced Data Structures, Software Engineering, Principles of Computer Operating Systems, Database System Applications, Web Client Languages, Online Database Analytics Applications, AI: Search and Reasoning, Intro to Machine Learning.

Experience

Online Tutor // The Princeton Review

Sep 2023 — Present

- Assisted K-12 and college students one on one in subjects including computer science principles, Java, SQL databases, and web development
- Scheduled sessions with regular students; answered tutor queue for drop in support
- Utilized screen sharing, coding notepad, and audio tools to identify student issues and educate on best practices

Student Android Developer // Qualcomm Institute @ UCSD

Aug 2021 — Aug 2023

- Developed and maintained multiple Android applications as the sole Android developer using Kotlin & Firebase
- Projects include: a survey app for a cancer research study conducted by UCSD and the MD Anderson Cancer Center; a prototype SDK that collects device data for use in user fingerprinting and authentication; and others
- Communicated with iOS, web, and backend developers to identify issues and collaborate on solutions to common problems
- Interfaced with clients and stakeholders to establish feature design and iterate on feature implementation

Computer Science Tutor // UCSD CSE Department

Jan 2021 — Jun 2021

- Tutor for Data Structures & Software Tools and Techniques for two quarters
- Graded programming assignments and quizzes; proctored labs; helped resolve student questions via ticket system

Lead Programmer & Co-Captain // FRC Team 980 ThunderBots

Sep 2015 — Aug 2019

- Programmed four robots (C++ and Java) and two Arduino coprocessors over three competition seasons
- Developed the original ThunderScout Android app with Android Studio over 3+ years
- Took leadership in multiple team programs and initiatives, including the second year of our LEGO Robo-Camp program at the Burbank Public Library

Projects

Tasks (chara.dev)

2022 — 2023

- Created a functional and vibrant tasks app with Kotlin Multiplatform, Ktor, and SvelteKit
- Featured a unique and friendly design, a home-rolled account system, and cross-device sync; available on all major web and mobile platforms
- Built with Koin, SQLDelight, Compose Multiplatform, & Decompose on mobile; Ktor, MariaDB, Firebase Cloud Messaging, & Quartz Scheduler on the backend; and SvelteKit & TypeScript on the web

ThunderScout 3

2021

- Redesigned and rebuilt my Android-based scouting app for FIRST Robotics Competition teams using Android Jetpack
- Utilized Bluetooth communication to collect, transfer, and display user-defined data on multiple devices

Skills and Abilities

- Experience with Java, Python, C, C++, C#, SQL, and other programming languages
- Website development in Svelte & React (HTML/CSS/TypeScript)