Luke Lapresi

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Full-Stack Developer in Rochester, New York looking for full-time opportunities both in-person and remote. Creates experiences and solves problems with a focus on user interaction.

EDUCATION

Rochester Institute of Technology   May 2019
Bachelor of Science, New Media Interactive Development, GPA 3.78
Dean's List Fall 2015, Fall Spring 2016, Spring and Fall 2018 and Spring 2019

WORK EXPERIENCE

Software Engineer: Logistic Dynamics   June 2020 — Present
Full Time Employment | Buffalo, NY

Full-Stack .NET Developer: Nixon Peabody   January 2020 — April 2020
Contract via. New York Technology Partners | Rochester, NY

- Resolved stalled internal application by consulting with users to create and implement a development plan.
- Increased task completion *throughput by 60%* by streamlining UX of Bootstrap 4 and jQuery based front end
- Enabled collaboration between users by adding delegation and notification features to **C#**, **ASP.NET MVC**, **ASP.NET Web API** and **SQL Server** based web service.

iOS/macOS App Developer: Super Easy Apps   August 2017 — December 2017
Full Time Paid College Co-Op | Rochester, NY

- Spearheaded creation of [macOS countdown timer app](#) after manager felt external offerings were too cumbersome
- Successfully executed *aggressive 3 month development* schedule by using **Agile**, **Kanban** and **Test Driven Development** principles alongside tools including **Git, GitHub, GitFlow, FogBugz** and **XCTest**
- App promoted from internal to commercial product after manager was impressed with ease of use

SKILLS

Front-End: JavaScript, React, jQuery, Angular, Bootstrap, CSS, HTML5, Styled-Components, Webpack, Gatsby.js
Back-End: Node.js, Express, C#, ASP.NET, REST, GraphQL, SQL Server, MySQL, Python, MongoDB, Firebase, Pusher
Tools/Testing: Git, GitHub, GitLab, Azure DevOps, XCTest, Jest, Mocha, React-Testing-Library, Heroku, Netlify

PROJECTS

The Reef: Lead Engineer, Interaction Designer   January 2019 — May 2019
3D Interactive Exhibit | Capstone Project | https://designed.cad.rit.edu/nmcapstone/project/the-reef

- Orchestrated development of interactive exhibit educating visitors about coral reefs and environmental responsibility using **Unity** and **C#**
- Enabled *over 700 visitors* to clean up an interactive projection of a coral reef using smartphones as motion game controllers by developing a **JavaScript**, **WebSockets** and **Node.js** based web app
- Empowered non-developer designers to create graphical effects and game logic by creating tools and shaders

Skatespot.io: Lead Full-Stack Engineer, Lead Designer   January 2018 — October 2018
Social Web App | Personal Project | lukelapresi.com/skatespot-io

- Devised and programmed web app allowing skateboarders to find and add nearby points of interest
- Built fluidly animated, geolocation based front-end using **React**, **React Router**, and **OpenStreetMap**
- Engineered **REST** API, database and authentication with **Node.js**, **Express**, **MongoDB**, **Mongoose** and **Heroku**

Fastpoll: Lead Full-Stack Engineer, Lead Designer   November 2019 — Present
Strawpoll Web App | Personal Project | lukelapresi.com/fastpoll

- Created front end of **Express** and **MySQL** powered **REST API** using **React**, **React Router** and **Styled-Components**
- Enabled real-time updating of poll results using **Pusher**
- Created unit tests using **Jest** and **React-Testing-Library** to test front-end rendering and interactions.