

LUKE CARLSON

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EDUCATION

University of Pennsylvania, School of Engineering and Applied Science *May 2017*
B.S.E in Computer Science. GPA: 3.71

University of Pennsylvania, School of Engineering and Applied Science *May 2018*
M.S.E in Computer Science. GPA: 3.74

Campus Involvement: Phi Gamma Delta, Bell Society, West Philly Swing Dance Group

HONORS: Magna Cum Laude, Dean's List 2015-2016, Dean's List 2014-2015

EXPERIENCE

University of Pennsylvania Philadelphia, PA
Head Project Manager, Teaching Assistant - CIS573, CIS521, CIS350, CIS120 2014 - Present

- Direct weekly office hours for graduate course *CIS 521: Artificial Intelligence*.
- Held recitations, graded assignments & exams and worked alongside professors.
- Mentored groups of graduate students as they develop applications in *CIS 573: Software Engineering*.

Enclave New York, NY
Lead Technical Project Manager, Co-founder January 2017

- Led development teams in designing websites and technical solutions for clients.

Microsoft Seattle, WA
Program Manager Intern Summer 2016

- Created in depth lesson on a cutting edge build system and led an hour long seminar for 60+ employees.
- Contacted customers and formulated strategy for reducing churn rate among C++ customers (4000).
- Designed spec and walkthrough for Android product in Visual Studio.

Ruse Laboratories New York, NY
Product Manager, Freelance Developer 2014 - Present

- Led the design and implementation of a data visualization product (MeteorJS, MongoDB, d3).
- Designed and executed the restyling of N.J. Congressional candidate Roy Cho's website.

Appboy New York, NY
Software Engineering Intern, Web Development Intern Summer 2012, 2013, 2014

- Updated the backend of product documentation and training sites to improve customer support.
- Built web interface to allow image push notifications for Android devices to be sent to millions of users.
- Showcased product development and relevant research in regular presentations to management.

RECENT PROJECTS

Real World Analytics: A software system for art gallery curators to examine visitor engagement and quantify interest in art pieces. Created for senior project; *Python & OpenCV*

MagicMuffin: An interactive virtual reality experience for the HTC Vive that uses intuitive signaling to make it easy to play. The assets are procedurally generated from music; *C++ & Unreal Engine*

Machine Translation Research: Created a transliteration program & bilingual dictionary for Telugu

SKILLS AND INTERESTS

Programming Python, Javascript, Java, C, OCaml, Ruby & more

Travel Backpacking in Eastern & Western Europe, Argentina; language study in Spain.