Luke Deratzou

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EDUCATION

Worcester Polytechnic Institute (WPI), Worcester, MA

Bachelor and Masters of Science in Computer Science May 2023

GPA 3.8/4.0, Dean's List

Classes: Software Engineering, Algorithms, Object-Oriented Analysis and Design, OS, AI, Compilers

Leadership Roles: President of MTG Club

Member of Upsilon Pi Epsilon

SKILLS

Programming Languages: Java, Python, C#, JavaScript, C, C++, PHP, Swift, Lisp, Bash

Software: Visual Studio, Unity, XCode, cPanel, IntelliJ, VirtualBox, Excel, R Studio, Eclipse, Vim

Other: ExpressJS, Bootstrap, JavaFX, MongoDB, NodeJS, GitHub/git, React, AWS, NextJS, Docker

WORK EXPERIENCE

Software Engineer Intern– Arista Networks, MA May 2022-August 2022

- Worked on layer 3 technologies, adding production features to switches using C++
- Wrote python tests to validate the features and utilized pdb to debug failures
- Followed a CI/CD pipeline while collaborating on a team and utilizing version control

Software Engineer Intern– HCL, Remote February 2022-May 2022

- Learned Alteryx to solve data science problems and tasks and partook in daily scrum
- Completed a capstone project predicting and analyzing spend trends for car prices using Alteryx

Software Engineer Intern- HPR, MA June 2021-August 2021

- Coded in C to develop tests and test infrastructure for company production code
- Worked in Linux environments with terminal commands to run and debug code

PROJECTS

WPL Compiler, WPI August 2022-October 2022

- Developed and performed, from scratch, a grammar, lexical and syntactic analysis, a symbol table, semantic analysis, and code generation, using C++ on a simple C-like language
- Utilized tools such as ANTLR and LLVM to develop the program

Mask Wearing Classification, WPI February 2022-May 2022

- Worked on a team of four to develop a deep learning application for detecting masks
- Utilized TensorFlow and GPU acceleration to calculate the computationally-demanding models
- Utilized several machine learning models and datasets to benchmark performance

Machine Learning for Spend Procurement, WPI October 2021-December 2021

- Contributed to machine learning project for financial institution on spend procurement
- Utilized technologies such as python, sci-kit learn, AWS, snowflake, control-M, and WinSCP
- Worked under agile scrum with daily meetings with team and company employees

AR/VR Research Project, WPI January 2021-May 2021

- Developed an AR application for 1-on-1 online therapy and to collect telemetric data
- Utilized tools such as GitLab, Unity, and Visual Studio to research and develop the app