

Luke Burton

lukesburton19@gmail.com | [linkedin.com/in/luke-burton-587838202/](https://www.linkedin.com/in/luke-burton-587838202/) | github.com/lukeburton00

TECHNICAL SKILLS

Languages: Go, Ruby, Typescript, CSS, C++, SQL
Frameworks: Ruby on Rails, Angular, PostgreSQL, Tailwind
Developer Tools: Git, CMake, Docker, Google Cloud Platform

EDUCATION

Georgia Institute of Technology Projected 2027
Master of Science, Computer Science

Western Governors University March 2024
Bachelor of Science, Computer Science

EXPERIENCE

Software Engineer Sept 2024 - Present
Breeze Airways *Cottonwood Heights, UT*

- Contributed to the development and launch of an in-app chat service with a cross-functional team, helping drive a 2 percent uplift in flight bookings, resulting in approximately 6 million in incremental annual revenue.
- Supported the Go rollout initiative, partnering with teammates to design and document reusable service templates, coding standards, and best practice guidelines for backend development in Go.
- Triaged and resolved operational bugs in production systems, reducing incident occurrences and improving stability.
- Collaborated on feature implementation and issue resolution across full-stack components including Go services, Ruby on Rails APIs, and an Angular/TypeScript frontend.

Contract Software Developer June 2023 - Oct. 2023
Monocle Social *Provo, UT*

- Developed a client facing full-stack Ruby on Rails application for exploring Instagram API competitor data. Deployed the application to Heroku with a PostgreSQL database
- Implemented OAuth2 to allow users to utilize Facebook Login for secure authentication
- Integrated OpenAI to generate Instagram content suggestions

PROJECTS

Capstone - AI Image Classification | *Python, TensorFlow, Flask, Google Cloud, Machine Learning*

- Developed and trained a convolutional neural network for classifying plant disease images
- Achieved 92 percent validation accuracy through tuning model parameter combinations
- Integrated the machine learning model into a Flask application and deployed to Google App Engine
- Included an intuitive user interface styled with Bootstrap CSS

nGate Reverse Proxy | *C, CMake, Networking*

- Engineered a lightweight reverse proxy in C, forwarding and logging HTTP requests to a backend service
- Implemented a flexible configuration system through config file parsing
- Maintained high reliability through robust logging and error handling logic

C++ Game Framework | *C++, OpenGL, CMake*

- Designed a batching system to render large quantities of 2D geometry with minimal overhead through OpenGL
- Implemented a C++ framework for handling input and rendering, exposing API functions for developer override
- Enabled cross-platform development and compilation through modern CMake