

# LUKE WOODWARD

[ SOFTWARE DEVELOPER ]

## PROJECTS

### **NOMAD** | FIND PLACES - CREATE A DAY

- A resource that a traveler can use on the go to optimize a travel experience in an unfamiliar area
- Mobile device sends current location to Google Maps API, allows them to select points of interest from the Google Places Library, and returns a calculation of total time travel in relation to time spent at a location
- Uses Ionic as a mobile client to enable planning and discovery on-the-go
- Firebase authenticates users and stores data

<https://github.com/lukewalt/Nomad>

### **BUZZPOINT** | KNOW YOUR CITY

- Full stack Node app that keeps track of a city's activity by showing aggregate ratings of users' experiences relative to city zone using geolocation and related metadata
- API built to tell a city's story by utilizing user experiences, timestamp, and location information
- Knex and Bookshelf serve as the ORM for relational data mapping ; Express handles routes and middleware ; PostgreSQL and Firebase Storage used for database capabilities ; React Native for mobile capabilities and component based architecture

<https://buzzpoint.herokuapp.com/api/>

<https://github.com/lukewalt/buzzpoint>

## EXPERIENCE

### ● **SOFTWARE DEVELOPER** | NASHVILLE SOFTWARE SCHOOL | NOVEMBER 2016 - MAY 2017

- Immersive bootcamp covering full-stack software development
- Implemented solution design and white boarding to develop projects
- Developed modern web and mobile applications using JavaScript frameworks and libraries such as Angular, Ionic, and React
- Created full stack applications using Node.js while implementing Express, MongoDB and Postgres/Sqlite3 for server and database capabilities
- Worked in TDD environments using Mocha and Chai
- Deployed applications through Firebase and Heroku
- Managed version control through Git and GitHub

### ● **FOUNDER** | PINE, LLC | JANUARY 2016 - APRIL 2017

- Created deliverable Masters to recording artists by understanding their vision for an end product and executing a respective strategy with a combination of technical and artistic skill
- Contracted with professional studios for session work where I grew and maintained client trust
- Leveraged advanced audio software platforms such as Protools, iZotope, and Universal Audio to record, mix, and master records
- Managed all financials and accounts

### ● **STAFF ENGINEER** | RCA STUDIO A | JANUARY 2014 - MAY 2015

- Administered all studio activity for student projects on behalf of the university
- Configured Protools software for studio users and helped troubleshoot analog to digital converters between consoles and computer operating systems
- Moved from a status Level 1 Staff Engineer to a status Level 3 where I earned more responsibilities in studio oversight and management
- Represented Belmont University in the 2015 AES Spring Mixer mixing competition placing 2nd overall

## CONTACT

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## EDUCATION

**BELMONT UNIVERSITY**

*B.B.A Bachelor of Business Administration*

## EVENTS

Volunteered at Music City Code, Music City Hackathon, and Design Jam April Spring Mixer