

LUKE HENRY LORETI

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Brooklyn, NY

I am a full stack developer with 5 years experience, well acquainted with using tools like React, Node, Postgres, and Docker to build modern web applications.

Much of my career has been at early stage startups, where I have been responsible for choosing technologies, designing architectures, and writing well-documented, well-tested code for growing teams.

SKILLS

Front End

JavaScript, TypeScript, React, Web3.js, D3.js, Three.js

Back End

Node, Next.js, Python, Django, Java, Postgres

Tools

Git, Docker, AWS, OpenCV, Photoshop, Illustrator

EDUCATION

Boston University

Bachelor of Arts in Mathematics & Computer Science

Harvard University

Graduate School of Design
Urban Planning & Design
Certificate (Design Discovery
summer program)

EXPERIENCE

Software Engineer
ConsenSys

August 2018 – April 2020
Brooklyn, NY

- Built primary means of integrating our application: a checkout flow that could be a standalone page or embedded as an iframe.
- Creator and owner of React component library used across all front ends of the Daisy team. Maintained as an NPM package, published using CircleCI, and documented using Storybook.
- Advocated for introducing end-to-end testing to our core application, led implementation using Cypress.
- Acted as a developer evangelist, creating and owning our documentation and user guides.

Cofounder, Engineering
orgo.ai

July 2016 – June 2018
Berkeley, CA

- Awarded \$225K grant by the National Science Foundation to optimize staffing levels within hospital operating rooms.
- Built application with React, Django, IPython microservices, and Postgres. Owner of front end; responsible for all steps from prototyping to deployment.
- Piloted at UCSF Benioff Children's Hospital Oakland.
- Alumni of UC Berkeley's Skydeck accelerator - Summer 2017 cohort (~10% acceptance rate).

Research Assistant
MIT Media Lab

May 2015 – Apr 2016
Cambridge, MA

- Coauthored papers published in ICALT 2016 and VRST 2016.
- Developed virtual and augmented reality experiences for Google Cardboard. Used WebRTC to allow multiple users to share a virtual environment and OpenCV to track users' gaze direction. Work demoed at Media Lab Member events and at the 2016 Eyewear Computing Dagstuhl Seminar.

Software Engineering Intern
Neurala

Sep 2014 – May 2015
Boston, MA

- Implemented image processing algorithms for an iOS robotics platform with the OpenCV library.

PROJECTS

Bikeable

June 2020

- Developed a Chrome extension that takes the cycling directions suggested by Google Maps and augments the route with Level of Traffic Stress ratings.
- HTML canvas element and d3-geo used to superimpose information on map; Koa back end calculates ratings with OpenStreetMap data from Postgres.