

Luke Olbrish

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Summary

Languages: Java, Python, Javascript, C/C++, PHP, C#

Experience

Independent Consultant and Developer

4 Years

My work was generalist in nature and my success relied on my ability to understand systems from the components to the whole.

- Developed APIs and backends for mobile application developers in Java and Python.
- Managed large, multi-server infrastructures. Reduced costs by restructuring to more efficient configurations and in some cases rewriting the software to be more efficient.
- Reworked the development workflow of multiple organizations to use configuration management for deployment with a variety of software requirements.

Senior Software Engineer - hi5 Networks

1+ Year

I worked on games and API team on Java. This required making a scalable API system for external developers to be able to release their games on hi5. Some of the issues I specifically took lead on were related to providing a cross domain Javascript API library, analytics of game usage, and refactoring of code to increase stability and scalability.

Senior Software Engineer - Glu Games

3 Years

My initial work at Glu was focused on efficiently porting applications and video games to the large amount of J2ME and Java phones on the market. Over that time period I produced significant improvements to the process by creating libraries and tools to offload manual work. Once Glu started to experiment with social gaming, my job duties switched to Actionscript, Javascript, and PHP development.

Technical Consultant - EPIUSE America

3.5 Years

Originally I did development work for EPI-USE while I was getting my master's degree in Computer Science. This development focused on J2EE and specifically the JBoss application server. After I graduated, I became a technical consultant mostly developing customized applications for SAP based systems. I developed on SAP's Java web application server and SAP's ABAP based backend systems.

Intern for the iPAQ Engineering Team at Compaq

2 Summers

My duties included the basic testing and debugging of source code, driver development, debugging tool creation, troubleshooting engineering/design issues, and research into ubiquitous computing issues. Most of my development was done in Embedded Visual C++.

Teaching Assistant for Georgia Tech

3.5 Years

I TAed for two classes. cs1322 - Object Oriented Programming and cs2130 - Languages and Translation. cs1322 is taught in Java and cs2130 is taught in C. As well as my responsibilities that required teaching and giving feedback, I did significant course development. My duties required the development of instant feedback mechanisms that allowed students to submit their code online and get a report of the problems with their code.

Education

Masters in Computer Science - Georgia Tech
Bachelors in Computer Science - Georgia Tech

Specializations: Intelligent Systems, Languages
Specialization: Systems, Minor: Intelligent Systems, Theory