

# Luke A. Sorenson

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CONTACT INFORMATION	(508) 333-7612 lasoren@bu.edu	Natick, MA 01760 www.lukesorenson.info
SKILLS	<b>Programming Languages</b>   C++, Python, Java, PHP, MATLAB, C, C#, Objective-C, JS, Verilog, HTML5 Other   Algorithms, Android dev, iOS dev, Django, Unix, SQL, Logic Design, Circuit Design, LaTeX	
EDUCATION	<b>Boston University</b> Class of 2016   Boston, MA <i>Computer Engineering, Electrical Engineering (Double Major)</i> <b>August 2012 – May 2016</b> <ul style="list-style-type: none"><li>• Graduated <i>Summa Cum Laude</i> with GPA: <b>3.96</b></li><li>• Dean's List (all semesters)</li></ul>	
PROFESSIONAL EXPERIENCE	<b>Google Inc.</b>   Mountain View, CA <i>Software Engineering Intern</i> for <b>Video Ads</b> team <b>May – August, 2015</b> <ul style="list-style-type: none"><li>• Built color selection library and text/asset animations service for automatic video creation pipeline</li><li>• Worked with C++, Python, and Javascript to provide full-stack support to my team</li></ul> <i>Software Engineering Intern</i> for <b>AdWords Quality</b> team <b>May – August, 2014</b> <ul style="list-style-type: none"><li>• Created an algorithm to improve quality of suggested search queries given a web page</li><li>• Worked with the MapReduce programming model to learn from terabytes of ad data</li></ul> <b>Downtyme, Inc.</b>   Boston, MA <i>Founder and CEO, Android and iOS app</i> Downtyme <b>December 2013 – Present</b> <ul style="list-style-type: none"><li>• Championed product vision and team enthusiasm, coordinated development/design team</li><li>• Led programming effort for backend infrastructure (<b>Django</b> rest framework) and client apps</li></ul> <b>Boston University Visual Image Processing Lab</b>   Boston, MA <i>Research Intern, Gesture-Based Human Computer Authentication Project</i> <b>June – August, 2013</b> <ul style="list-style-type: none"><li>• Funded by the National Science Foundation and the University Research Opportunity Program</li><li>• Developed a <b>Windows</b> application using <b>C#</b> and XAML for recording and saving synchronized video from multiple Kinects</li><li>• Collected an extensive database of gestures, applied recognition algorithms, and analyzed the data</li></ul> <b>Boston University Department of Electrical and Computer Engineering</b>   Boston, MA <i>Undergraduate Teaching Fellow</i> for Software Engineering Course (C++) <b>September – December, 2014</b> <i>Teaching Assistant</i> for Engineering Computation++ Course (Python) <b>September – December, 2013</b>	
RECENT PROJECTS	(More info at <a href="http://www.lukesorenson.info">www.lukesorenson.info</a> and available source code at <a href="http://www.github.com/lasoren">www.github.com/lasoren</a> ) <b>Mixr</b> (iOS app and top seven hack at LA Hacks 2014) <ul style="list-style-type: none"><li>• iPhone app designed to mix up your social circles with your friends while sitting in a group</li><li>• Showcases a new technology my team and I developed at the hackathon using iBeacon and compass information</li></ul> <b>SIM-V</b> (Self-Driving Indoor Mapping Vehicle using MSP430) <ul style="list-style-type: none"><li>• An autonomous vehicle, which navigates hallways taking pictures of its surroundings</li></ul> <b>file_reconciler</b> (Java, Command Line Tool) <ul style="list-style-type: none"><li>• Reconciles arbitrary files between computers over a network with maximal efficiency and minimal bandwidth</li><li>• Algorithm is fast and efficient especially for very large files with a small number of changes (100MB file with 5 changes reconciled in 25KB of data transferred)</li></ul>	
HONORS AND AWARDS	Winner of MIT Enterprise Forum's Beantown Throwdown (startup pitch competition) 2014 Winner of Boston University <b>Imagineering Competition</b> with entry Downtyme 2014 Grant received from the Boston University Research Opportunity Program (UROP) 2013	
COMMUNITY INVOLVEMENT	<b>Lead Engineering Ambassador</b> for the BU College of Engineering 2014-2016 BU College of Engineering <b>Dean's Host</b> 2013-2016 Founder and Secretary of MakeBU (hackathon club at Boston University) 2013-2016	