

Luke Broglio

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EDUCATION

Iowa State University -- Ames, IA

Expected: May 2025

Bachelor of Science in Software Engineering -- GPA 3.6

- Minor in Cybersecurity

RELEVANT SKILLS

C, C++, C#, Java, Python, HTML/CSS, JavaScript., Atlassian products, JFrog Artifactory and Xray, Gradle, Git, and Agile Development.

WORK EXPERIENCE

National Information Solutions Cooperative

Cedar Rapids, IA

Software Development Intern

May 2024 – August 2024

Software Development Intern

Part-time (Remote) August 2023 – May 2024

Software Development Intern

May 2023 – August 2023

- Collaborated with the Security Operations team to improve the security of applications.
- Coordinated between Version Control, CI/CD, and Software Composition Analysis software to track and remediate Common Vulnerabilities and Exposures.
- Presented solutions I worked on to other developers in a large group setting.

Iowa State University

Ames, IA

Teaching Assistant (TA)

September 2024 - December 2024

Teaching Assistant (TA)

December 2022 - May 2023

- Assisted in teaching *Introduction to Computer Graphics* and *Brief Introduction to Computer Programming* courses.
- Graded assignments and provided feedback to students both in person and online.

iD Tech Camps

St. Paul, MN

Instructor

June 2022 – August 2022

- Taught student's various technical skills and helped them create their own projects on various topics C#, Unity and Unreal Engine, Java, and object-oriented programming concepts.
- Collaborated with other instructors to create a safe and fun environment at the camp.

PROJECTS

Message Aggregator App (Java, Springboot, MySQL) August 2023 - December 2023

- Develop an app to gather messages and emails from different platforms into a single place.
- Utilized a Rest architecture to communicate between Springboot and Android applications.
- Worked with a team over the course of several months to create the project

Raytracing Graphics Renderer (C++) November 2023 - December 2023

- Wrote a program which used raytracing to render 3D models included in .obj and .mtl files.
- Dynamically found shadows and reflections based on ray bounces.

Pokémon Roguelike (C and C++) January 2023 – May 2023

- Created a traditional roguelike game with capture and battle systems inspired by Pokémon.
- Implemented polymorphism and dynamic allocation to create a wide variety of enemy behaviors.

ACTIVITIES AND LEADERSHIP

Emerging Leaders in Engineering, *President* | August 2021 – Present

Engineering Leaders of Tomorrow, *Programming Chair* | March 2023 - October 2024