

Luke Yoo

Software Engineer

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Santa Barbara, CA
github <https://github.com/micttyoid>

Experiences

Software Engineer

2025
C#, .NET, Blazor, Azure, ChatGPT
• Developed the frontend for public webservice using .NET

Programming.team
Remote - based in Chicago, IL

Freelance

2024 - Present
JavaScript, HTML, CSS, AWS S3, PostgreSQL, PostGIS
• Developed/operated the web-based digital card product and its service
• Implemented the simple GIS-based CRM

H Card Project
Santa Barbara, CA

Developer

2023 - Present
JavaScript, HTML, CSS, AWS S3
• Communicated with client and incorporated it in development
• Developed, designed, and maintained the website for the local business

Elsa Cleaning
Santa Barbara, CA

Skills

AWS
API design/dev/op
API integration/incorporation
Authentication
Database/SQL
Javascript / HTML / CSS
Python
React
Rust

Projects / Contributions

Private game server | 2025 - Current | Docker, C++
• Built the distributed realtime system for a classic Massively Multiplayer Online game

Quantized Pathfinding | 2025 - Current | Rust, Docker
• Developed/published a library for pathfinding algorithm
• Showcased 2D data visualization and 3D game application

Flappy | 2025 - Current | Rust, Bevy, Docker, WASM
• Developed/deployed a clone of Flappy Bird in WASM

Promenade | 2025 - Current | Cloudflare Worker, JSX, JavaScript, Python
• Wrote the specification for the indexing mechanism
• Built the diagram rendering engine and markdown extension

Comments | 2024 - Current | Express, React, OAuth2, PostgreSQL, AWS EC2, OpenAPI, Nginx
• Implemented the API, clients, the database, and OAuth 2 support
• Designed the deployment scheme and simple CI/CD pipeline
• Wrote and deployed the API documentation in OpenAPI

WhenIWork Clone | 2024 - Current | React, Node, Webpack
• Analyzed/reimplemented the original product
• Researched for additional features beyond the product

Patricia | 2024 - Current | Python, IRC, Nginx, FreeBSD Jail
• Implemented the bot to monitor the served, accessible by standard IRC client on mobile phone
• Built the private network, reachable through the internet

File System Loader/Manager in portable drive | 2023 | ZFS, Shell
• Designed and developed a portable solution for carrying personal data and environment settings, compatible with three operating systems on a single device, with backup functionality to arbitrary drives

Google Carbon | 2022 | Bazel, Bison, Git, Python
• Participated in the open source project
• Implemented FreeBSD compatibility for the toolchain/build process

Calendar Web Application | 2021 | React, Firebase, GCP
• Consulted with team members on technology selection and demonstrated the development workflow
• Provisioned and configured cloud infrastructure

Plurals | 2020 | C, Cocoa
• Refactored an existing codebase, transforming it into a market-ready product
• Analyzed the target commercial product

Personal Archive | 2020 | Django, Javascript, Linux, AWS EC2, Apache
• Developed/deployed the full-stack application

NN / ML for embedded system | 2019 - 2020 | ARM, STM32, CMSIS, C/C++
• Implemented analog-to-digital conversion
• Developed motion recognition system using gyroscope sensor
• Built a voice recognition system using neural network