Luke Hawinkels

- More than two years of experience in react-native mobile development.
- Love working in a team and collaborative environment.
- I can visualise and implement solutions of varying complexity.
- Enjoy complex and creative projects and clean code.
- I have a curious mind and an eagerness to dive into new projects

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WORK EXPERIENCE

SOFTWARE ENGINEER

FarmIQ Systems Limited
FULL TIME
NOVEMBER 2022 – PRESENT

- Improved **accessibility** by hiding complex functionality behind **beautiful** interfaces.
- Enhanced **flexibility** and **reliability** by designing scalable and reusable components.
- Implemented **efficient** algorithms to improve app performance.
- Patched libraries to add features, improve **accessibility**, and create better outcomes.

SOFTWARE ENGINEER

FarmIQ Systems Limited
PART-TIME
MARCH 2022 – NOVEMBER 2022

- Maintained a **complex** Java web application.
- **Embedded** myself into multiple codebases whenever required.
- **Collaborated** with customers to fix small data errors and **reduce the risk of problems later**.

SOFTWARE ENGINEER

FarmIQ Systems Limited
INTERN
NOVEMBER 2021 – FEBRUARY 2022

- Built APIs to **integrate** with external parties.
- Improved **stakeholder trust** through clear **communication and collaboration**.
- Developed specialised screens to match stakeholder requirements.

DEVELOPMENT SKILLS

JavaScript | TypeScript | React-Native | git | Redux | Kotlin | Java | CI/CD | PHP

SOFT SKILLS

- Communication
- Collaboration
- Attention to detail
- Curiosity

HOBBIES

- Jogging
- Flying RC planes
- Making experimental projects

PROJECTS & ACHIEVEMENTS

Personal Website Development

- Designed and built a personal portfolio website using PHP and SQL.
- Created a secure login system using client-side hashing to protect passwords.
- Added user customisable function to improve experience and showcase skills.

React Native GPA Calculator (University Side Project)

- Prototyped a mobile app to automatically calculate required grades to maintain a target GPA.
- Demonstrated initiative in applying academic skills to practical project.

Maze-Solving Algorithm Project

- Extended university maze-solving algorithms by implementing A*, Dijkstra, BFS, DFS, and other **complex** algorithms.
- Optimised performance to handle large-scale mazes, demonstrating experience in creating **efficient** algorithms.
- Developed a custom algorithmic language and parser.
- Created a client-server architecture allowing multiple users to run algorithms at the same time.

EDUCATION

2019 - 2022

Victoria University of Wellington

Bachelor of Software Engineering with Honours

REFERENCES

Available on request.