

Luke Chesney

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Education

The Ohio State University

Aug. 2021 – May 2025

Bachelor of Science in Computer Science & Engineering

GPA: 3.65/4.00

- Dean's List: AU21, SP22, SU22, SP23
- Executive Board & Peer Mentor, Humanitarian Engineering Scholars

Skills and Technologies

Languages: Java, Python, C/C++, C#, x86 Assembly, HTML/CSS, Javascript, Typescript

Frameworks: .NET, React, Bootstrap, PostgreSQL, Jasmine, JUnit

Tools/Misc.: Linux/Unix, Windows, CLI, Git, Node.js, Docker, Kubernetes, VMWare, AWS, Agile/Scrum

Professional Experience

Network Engineering Intern

May 2023 – Aug. 2023

Rockwell Automation

- Collaborate alongside project managers to oversee network implementation projects at multiple Fortune 500 companies. Particular focus on closing contracts ahead of quarterly reporting.
- Automate process of configuring Cisco switches using a custom CLI script. Enable the delivery of network infrastructure before deadlines.
- Attend bootcamps and complete training modules pertaining to core business offerings such as PLC programming, cybersecurity, virtualization, networking and cloud technologies.

Teaching Assistant

Jan. 2022 – Present

The Ohio State University College of Engineering

- Grade and provide constructive feedback for homework and projects of 40+ students.
- Debug projects during biweekly labs and assist students with course content through office hours and tutoring.
- Communicate with and work alongside University Professors in a professional context.

Projects

Legend of Zelda Remake *C#, .NET, MonoGame, Visual Studio, Git, Agile Methodologies, Teamwork*

- Developed a 1-to-1 remake of *The Legend of Zelda* along with four other teammates using C# and Microsoft's .NET framework.
- Utilized Agile methodologies to meet timeline expectations. Met with professor to receive feedback and implement code quality improvements.

AI Card Detection *Python, TensorFlow, Machine Learning, Computer Vision*

- Gathered training data, configured TensorFlow/Anaconda environment, and trained object detector.
- Created Python script to detect number of cards and their suits from webcam feed. Reads results using Google Text-to-Speech library.

Spotify Music Box *Python, Linux, REST API, Raspberry Pi, Circuits*

- Worked alongside three students in HackOHI/O 24-hour event. Communicated project goals to industry professionals and judges.
- Developed Python script to read and write Spotify song data on NFC chips using NFC reader API and Raspberry Pi GPIO.

Coursework

Data Structures

Algorithms

Digital and Analog Circuits

Operating Systems

Low-level Programming

Interactive Systems

Game and Animation Techniques

Automata and Formal Languages

Linear Algebra

Hobbies/Interests: Running, Movies, Retro Games, Vinyl, Hi-Fi, Electronic Music, Film Photography, Animation, and my cat.