Luke Dunscombe

Experience

Lean Techniques

I started working at Lean Techniques in **September 2018** and have been working there since.

The projects that I've worked on through Lean Techniques have mostly been product development, along with client consulting.

Almaco, POP-ST (February 2022 - Current)
- Progressive Web Application (React PWA)
- On planter UI for seed treatment software
- Almaco

Music League (July 2021 - Current)
- Mobile Development (React Native + Expo)
- App store deployment (iOS + Android)
- Product development for playlist generating game
- Music League

DPTechLink (May 2019 - Current)
- Full stack product development of agriculture fleet management application (React, Node, React-Native)
- Greenfield product, short iterative sprints, UX and product-first mentality
- Agistics

Corteva (Sep 2018 - May 2019)
- Backend rewrite and migration of pioneer.com web APIs to **Azure** Cloud (Java + Spring Boot)

Siemens PLM Software

My first job out of college was with Siemens PLM Software in Ames, IA. I started working there in **July 2016** and ended working there in **September 2018**. My role there was to develop and maintain a C++ API called JTTK (JT Toolkit).

JT is an ISO-standardized 3D modeling file format used in product lifecycle management.

Volunteering

- DSM Hack 2020: 48 hour charity hackathon where we developed GatsbyJS Static website for a daycare.
- Tech Camp 2021: Lead a session where students learned about web development and deployed a live React (Next.js) application Pokemon Deck Builder.

Skills

Skills are roughly ordered by proficiency and how well I like them.

Languages
Typescript/Javascript · CSS · HTML · Node.js · GraphQL · Java · C++ · Python · C#

Libraries/Frameworks
React · React Native · TailwindCSS · Next.js · Express · Remix · Spring Boot · Flask

Tools
Github/Git · Vercel · AWS* · Azure

*AWS Certified Solutions Architect – Associate

Education

I graduated from the University of Iowa □ in May 2016 and earned a BSE degree in Electrical/Computer Engineering.