

Luke Quirion

Software Engineer/Software Developer

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Results-driven software engineer with experience in C++, Java, Linux, C#, backend development, and implementing software solutions for optimal user results. Proven track record of addressing technical issues and providing solutions across many disciplines. Leverages knowledge and technical proficiency to enhance processes and performance goals. Key strengths include collaboration with large and small cross functional teams, overhauling and debugging code through object-oriented design philosophies, and innovative solutions.

TECHNICAL SKILLS

✓ C#	✓ C	✓ C++	✓ Python	✓ Racket	✓ SQL
✓ Unity	✓ MySQL	✓ Git	✓ VS Code	✓ IntelliJ	✓ VIM
✓ Linux	✓ Assembly	✓ Office 365	✓ VMWare	✓ Java	✓ RESTful API

✓ Object Oriented Design/Programming

WORK EXPERIENCE

Software Engineer II

Juniper Networks

2022-2023

- Developed and optimized JUNOS subscriber connections and network performance by meticulously executing testing and debugging protocols with 100% completion and success rate.
- Worked within the multifaceted Broadband Edge Team by collaborating on the JUNOS Operating System and contributed to project objectives by improving overall system performance.
- Enhanced the efficiency of the JUNOS operating system compiler through code optimization, including refinement of testing processes by discarding obsolete tests, incorporating feedback for subsequent versions, and improvement in product stability.
- Designed, programmed, implemented, and maintained the integration of software components to optimize subscriber management functions including user authentication, access control, and QoS policies.
- Wrote high-quality, efficient code in C++ to achieve project objectives.
- Formulated and programmed innovative command arguments to JUNOS CLI to increase network stability and decrease errors.

IT Support Technician

ARQ Financial Group, LLC

2022-2023

- Directed the setup and maintenance of computer systems, networks, printers, and scanners.
- Strengthened user experience by delivering technical assistance and training resulting in a 50% decrease in repeat support requests.

- Resolved 100% of technical issues and troubleshooting within 24 hours, minimizing disruptions, and enhancing workflow.

Game Programmer

Saberfish Studios

2020-2021

- Engineered and integrated A-star algorithm into backend systems, resulting in a 75% decrease in average response time and a 63% improvement in route optimization accuracy.
- Executed strategic input into narrative creation, gameplay enhancements, and UI/UX improvements; facilitated 10% boost in player satisfaction ratings.
- Optimized game engine lighting shaders to achieve realistic reflection, refraction, and shadow casting effects, using proprietary light sources; elevated graphical quality by 40% while maintaining steady 60 FPS performance.

PROJECTS

Ticket To Ride Prototype

2021 -2022

Lead Programmer – C++

- Orchestrated and led the development of an immersive virtual version of the iconic cross-country train adventure board game.

Hook, Line, and Sprinter

2021 -2022

Lead Designer/Programmer – C#/C++/Unity

- Led the project management and development of a visually stunning first-person 3D platformer game following a fisherman's pursuit to retrieve his missing hat; collaborated with diverse team members to ensure timely delivery.

Project Website: <https://lukequirion.journoportfolio.com/>

EDUCATION

Northeastern University, Boston, MA

2022

Bachelor of Science — Computer Science and Game Design

CORE COMPETENCIES

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|-------------------------|---------------------------|------------------------------|
| ✓ Software Engineering | ✓ Application Development | ✓ Data Analytics |
| ✓ Database Management | ✓ Reliability Engineering | ✓ Networking |
| ✓ Solution Architecture | ✓ Tech Project Management | ✓ Web Design and Development |
| ✓ Technical Analysis | ✓ Team Collaboration | |