

Luke Fisk-Lennon

CS Student & Casual Academic at UNSW

Phone: **0449 564 677**

Email: luke.fisklennon@gmail.com

GitHub: github.com/lukefisklennon

LinkedIn: linkedin.com/in/lukefisklennon

Website: lukefl.me

Experience

University of New South Wales

Sep 2020 – Present

Casual Academic

- Tutor for classes of 10-20; explaining technical concepts and marking lab work
- Software Engineering Fundamentals (COMP1531): teaching Git and Python
- Computer Systems Fundamentals (COMP1521): teaching C, Assembly, and OS concepts

Tanksmith.io (links: [deployed on web](#), [deployed on mobile](#), [source & more details](#))

May 2018 – Present

Creator & Developer

- A real-time multiplayer web game with 2+ million total players and 100+ thousand [app downloads](#)
- Using JavaScript, HTML5 Canvas, CSS, C++, WebSocket networking, and Box2D physics
- Binary serialisation and motion interpolation to reduce network bandwidth usage by around 75%
- Load balancer running in Node.js with IP geolocation, and tools to support automated deployment

Education

University of New South Wales

Feb 2020 – Dec 2023

BSc (Computer Science), Distinction Grade

Projects

UNSW Computer Science & Engineering Society (links: [deployed on web](#), [source](#))

Apr 2020 – Feb 2022

Team Lead

- Led a team of 8 to create Notangles, a timetabling tool used by over 4 thousand UNSW students
- Taught React & TypeScript/JavaScript to the team via workshops and pair programming
- Engineered a performant drag-and-drop DOM implementation which interfaces with the React layer

SYNCS Hackathon 2021 (links: [details on Devpost](#), [source](#))

Aug 2021

Finalist & Best Pitch – Ephemerald

- A social location-based app which brings the easy networking of online events to the real world
- Worked in a team of 6; used geofencing, OpenStreetMap, WebSockets, React, and TypeScript

UNSW Security Society

Mar 2022 – Present

Projects Director

- Co-leading a team of 10, to maintain the society's websites and CTF infrastructure
- Plans to develop an interactive game for the society's upcoming security conference, Scones

Extracurricular

UNSW Queer Students in STEM (links: [deployed on web](#), [source](#))

Nov 2021 – Present

Vice President of Marketing

- Working in a team of 9 executives to provide a community for LGBTQIA+ students in STEM
- Involved in website development, graphic design, merch orders, and social media marketing

UNSW FIRST Competitive Robotics Team

2017 – 2020

Software Mentor

- Outreach programs where I taught robotics and programming to high school students
- Developed a tool for remote controlling ESP8266-equipped robots with a web interface via Wi-Fi
- Worked with OpenCV to enable vision processing and autonomous control for a large-scale robot