

Luke K. Patterson

(216) 225-4193 | luke.k.patterson@gmail.com

Work Experience

DraftKings, Inc.

Senior Software Engineer

(Remote) Boston, Massachusetts

September 2023 - Present

- Spearheaded the development of native iOS SDKs backing the implementation of several iOS applications
- Converted Xamarin codebase into native iOS applications
- Designed and documented technical solutions provided to teams of 50 engineers

Tech Stack: Swift, SwiftUI, The Composable Architecture (TCA), Kotlin

Focused Labs

Software Engineer Consultant

(Remote) Chicago, Illinois

July 2022 - September 2023

- Developed and released a React Native mobile application to an existing customer base of 500k+ users across both iOS and Android
- Raised revenue through increased paid conversions with in-app experiences
- Grew 23% sales volume compared to previous year through in-app promotions
- Increased audience reach through 12k new customer account creations and an increased of 600% iOS installs within first 2 weeks after app launch

Tech Stack: Typescript, React, React Native, Ruby on Rails, Kotlin, Spring Boot, Kubernetes, Azure, Expo, GCP

Mandolin

Full Stack Engineer

(Remote) Indianapolis, Indiana

October 2020 - July 2022

- Built the digital platform designed to help artists, venues, and fans connect through live music.
- Since I started my position, Mandolin grew from 100K users to over 1M users, hosted more than 2K live shows, and was awarded Best Live Streaming Platform in 2021 by Pollstar.
- The majority of my time at Mandolin was spent building the front end solution for a suite of tools used by artists & artist management, which includes virtual VIP Meet & Greet's that was a strong revenue driver since its inception.
- I built a link aggregator product and self service portal for artists to build rich content for their fans.
- My other contributions included scaling our live chat to support thousands of concurrent fans, creating an NFT marketplace for artists, optimizing conversions for merchandise sales during live shows, creating a reusable component library for live chat, and integrating with third-party services such as AWS, Mux, Twilio, Shopify, Segment, Snowflake, Stream, and Rollbar.

Tech Stack: React, Typescript, Node.js, Next.js, Firebase, Auth0, Vercel, Postgres, AWS

Hyland Software Inc.

Software Developer | Scrum Master | Hybrid Platform & Mobile Team

Westlake, Ohio

June 2018 - October 2020

- Released mobile applications that leverage modern technologies such as FaceID on iOS to over 20,000 lifetime customers
- Developed the front-end hybrid mobile strategy for user authentication including biometric authentication
- Implemented a single hybrid mobile application to replace the company's current suite of mobile applications across iOS and Android
- Lead daily stand-ups, scrum ceremonies, and product demos
- Improved team velocity by working with Product Owners to groom and prioritize the backlog of work

John Carroll University

Teaching Assistant & Computer Science Tutor

University Heights, Ohio

September 2016 - May 2017

- Assisted teaching a classroom of ~20 students in introductory CS courses
- Provided additional assistance with assignments outside of the classroom

Education

John Carroll University B.S. Computer Science

Cumulative GPA: 3.72/4.0

Awards: Dean's List: 4 Years, Academic Achievement in Computer Science

Certified Professional Scrum Master I | Scrum.org

University Heights, Ohio

May 2018

Who Saved Who

<https://whosavedwho.band>

- I am passionate about music, and I am the lead guitarist & backup vocalist for the band Who Saved Who.