LUKE METZ

ENGINEER

luke.s.metz@gmail.com
lukemetz.com
62 Boylston Street
Apt 801
Boston, MA 02116
Luke_Metz
lukemetz

Skills

SOFTWARE

C++
Python
Rust
Objective-C
Swift
Web
Linux
Git
Machine Learning
CUDA
Javascript

TECHNOLOGIES

Arduino
Basic PCB design
Onshape
SolidWorks
3D Printing
Laser Cutting

Education

Franklin W. Olin College of Engineering
B.S. Engineering with a concentration in Computing, 2015
GPA: 3.95

Employment

Indico Data Solutions — Boston, MA
Research Developer — May 2015 to Current
Venture-funded, early stage start-up striving to make machine learning more accessible. Developed machine learning systems for image classification, object localization, natural language processing, and speech-to-text capability using cutting edge research.

Onshape — Cambridge, MA
Research and Development Intern — May 2014 to Aug 2014, May 2013 to Aug 2013
The first intern hired for a growing, well-capitalized start-up looking to revolutionize CAD software. Research and development intern working in graphics, user interface, backend and other areas.

Pivotal Labs — New York, NY
Software Engineering Intern — May 2013 to Aug 2013
Worked with a client to develop their iOS application.

Olin Robotics and Bio-inspiration Lab — Olin College of Engineering, Needham, MA
Lab member — Fall 2013 to May 2015
Research into small scale, under-actuated legged robots under the direction of Professor Aaron Hoover. Worked on learning control strategies using reinforcement learning.

Olin ZSpace Research
Lab member — Sep 2011 to May 2012
Member of a small research team working on Infinite Z's zSpace device—a virtual-holographic visualization platform—under the direction of Scott Harris, Distinguished Visiting Designer.

Projects

Cardboard Quad Copter Capable of Autonomous Flight
Designed and built, with a team of four, a cardboard quad copter with on-board Raspberry Pi and webcam. Received over 250,000 view on Instructables documenting the process.

Spaceless Wallet
Created an ultra thin wallet made of Kapton that was successfully Kickstarted (110% funded) and produced at scale.

Paranormal: 2D Normal Map Editor for Games
Designed and built a 2D normal map editor for 2D games. Implements Photoshop-like interface specifically designed for the creation of normal maps.

Awards

Franklin W. Olin College of Engingeering, Needham MA · 2011
4 Year Olin 50% Tuition Merit Scholarship