

Luke Ormiston

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Education

Qualifications

BSc Computer Science – University of Glasgow Sept 2021 - May 2025
Predicted Upper Second Class (2:1)

Cisco CCNA – Glasgow Clyde College Aug 2019 – June 2020
- Introduction to Networks
- Switching, Routing, and Wireless Essentials

Software Development – Glasgow Clyde College Aug 2019 – June 2021
- HNC Computing: A
- HND Software Development: B

Areas of Study

Computer Architecture (RTMs, ALUs, Pipelining)
Digital Electronics (Hydra/HDLs, Circuit Design)
Operating Systems & Networking (MentOS, OpenFlow)
Concurrency & Parallelism (OpenMP, Golang, Erlang)
Object Oriented Programming (Java, C#)
Application Security & Cryptography (Access Control, RSA)
Functional Programming (Haskell, Erlang)
Programming Languages (Parsing, Compilation)
Cloud Systems (Docker, Kubernetes, GCP, AWS)

Experience

Morrisons – Customer Assistant Aug 2023 - Mar 2024
Glasgow, Cardonald
Worked part-time within multiple teams serving customers, preparing food, and maintaining clean preparation areas.

Po'Boyz – Delivery Driver June 2023 - Aug 2023
Glasgow, Broomhill
Worked as a part-time motorcycle delivery driver with fixed hours, serving customers, verifying and handling complaints.

Goldstar Chefs – Administrative Assistant May – Sept 2021/2022
Glasgow
Worked with Excel in a small team processing sensitive personal data in compliance with Home Office standards & GDPR. Learned valuable teamwork and time management skills.

Projects

Visualising Sigma16 – sig16.lukeweb.net [🔗](#)
An educational assembler, emulator, and memory visualiser for Sigma16 — a processor architecture used for research within the University of Glasgow. Written in Rust, using eGUI — an immediate mode graphics library, which can compile to both native and WebAssembly. Deployed as a static web application, served using NGINX.

Glasgow University Tech Society Website – gutechsoc.com [🔗](#)
Worked with another student to design and produce a modern, responsive website for the Glasgow University Tech Society. Deployed as a static site through GitHub Pages, with a dynamic, lazy loading, events list implemented with JavaScript.

Project Gundam – lukeormiston.com/project-gundam [🔗](#)
Worked with a team of four others to create an augmented-reality mobile guide to the university campus for the WorldCon 2024 event. Users are challenged by giant robots from the animated series "Mobile Suit Gundam", super-imposed onto the real-world.

Throughout the project we practiced the Agile methodology, holding weekly, assessed meetings with an external customer. We learned good development practices, including the use of version control, issue tracking, and automated testing (GitLab CI).

Skills

Languages

Proficient: Java, C#, Rust, Python, Bash
Experienced: C/C++, JS/TS, HTML/CSS
Familiar: Haskell, Erlang, Golang, PHP

Technologies

Testing: JUnit, C# (Testing), Django (Testing)
Microcontrollers: MbedOS, Arduino, Pi Zero
Parsing: Antlr, Serde, Logos, Regex
User Interface: eGUI, Unity
Web: Spring Boot, Flask, Django, WASM
Devops: GitHub Actions, GitLab CI, Bash
Virtualisation: QEMU/KVM, Docker
Cloud Platforms: GCP, AWS, Cloudflare
Linux: Systemd, Grep, NGINX, Samba, Cron

References

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Jake Cassidy
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Interests

Motorcycling Homelab
Camping Cycling