

Luka Mgaloblishvili

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EDUCATION

Union College

Schenectady, NY

Bachelor of Science in Computer Science, Summa Cum Laude, 3.95

June 2024

Related Coursework: Data Structures, Algorithms, Large-Scale Software Design, Databases, User Interfaces, Artificial Intelligence, Big Data Analytics, Computer Architecture, Operating Systems, Programming Languages

SKILLS

Languages: Python, Java, C, SQL, JavaScript/TypeScript, R, Dart, Bash, HTML/CSS

Frameworks & Libraries: FastAPI, Node.js, Flutter, Angular, Hugging Face Transformers (PyTorch), OpenCV, ROS

Tools & Platforms: Docker, Azure, Linux/Unix, Git

EXPERIENCE

Integration Specialist

July 2024 – Present

PX Inc

New York, NY

- Automated publisher onboarding with Python scripts and Jira workflows, raising SLA compliance from 30% to 60%+.
- Built an AI-powered “Integration Assistant” chatbot to scrape specs, validate test leads, and answer client questions, cutting touchpoints by 50%.
- Launched the Brand Explicit Consent product, coordinating features with Engineering and driving publisher adoption.
- Reduced vertical launch timelines from 4–6 months to 2 weeks by drafting specs, updating C/C++ classes, and QA testing.
- Integrated verification services (e.g., TransUnion credit checks) through FastAPI, Docker, and Azure VMs to enhance lead quality assurance.
- Mentor and manage a direct report, applying agile practices to ensure delivery and growth.

Front-End Developer

July 2023 – Aug. 2023

QARI Electric

Tbilisi, Georgia

- Doubled user engagement by building 8+ automated email templates and in-app messages with HTML, CSS, and JavaScript.

Research Assistant

March 2021 – July 2022

Evolutionary Robotics Lab

Schenectady, NY

- Increased research data collection by 30% through 100+ 2D robot simulations using Java’s 2D-VSR-Sim physics engine and Python’s MapElites.
- Tripled research visualizations by developing Python scripts with Matplotlib and NumPy to generate automated plots and graphs.

Co-President and Lead Programmer

Sep. 2020 – June 2024

Union College Robotics Crew

Schenectady, NY

- Led weekly meetings, coordinated cross-functional robotics teams, and secured \$2,000+ in annual funding, resulting in 80%+ new-member retention.
- Engineered a flood-fill maze-solving algorithm and PID controller in Python, leading the team to 1st place in the IEEE Region 1 Micromouse Competition.

PROJECTS

skedy | Flutter, Firebase, Git

March 2022 – June 2022

- Built a group-scheduling mobile app for a User Interfaces course, conducting user research and developing three interactive pages with Flutter and Firebase.

KAMI 2 | JavaFX, Git, Gradle, UML

Jan. 2023 – March 2023

- Built a JavaFX web adaptation of the KAMI mobile game in a Large-Scale Software Design group project, applying MVVM architecture, UML diagramming, and design patterns (Factory, Memento, Singleton).
- Released two major versions, evolving from a single-shape prototype to supporting three additional shapes, significantly enhancing gameplay variety.