

# Benjamin Lewis

## Personal Info

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## Skills

### C



### Python



### Modern C++



### Javascript



### Java



## Summary

Soon to be graduate outfitted with a Bachelor of Science in Computer Science. In-depth knowledge and use of multiple High-Level languages that are able to be written with any facet of programming paradigms. Extreme attention to detail and ability to multitask within fast-paced environments. Looking to work with a company that is developing new, and improving existing, computer-based technologies, systems, and solutions.



## Education

**San Francisco State University, San Francisco, California**  
[Bachelor of Science, Computer Science, Dec. 2020](#)



## Projects

### Swamp - E-commerce site:

URL - <https://bit.ly/3c2D0uQ>

Project Timeline (01/2020 - 05/2020)

- Team lead in charge of creating an e-commerce website catered specifically towards SFSU students, alumni, and faculty.
- Coordinating team logistics by receiving required functions from CEO and conducted briefings with the back end, front end, and GitHub leads.
- Organized project management and scheduling using tools like Trello to keep track of project status.
- Assigned group roles for both internal and external requirements.
- Contributed to both front end and back end tasks written in NodeJS, MySQL, and Express.
- Writing editor for milestone documentation.



## Employment History

### Swim Instructor, Waterworks Aquatics. San Francisco, California

[Apr. 2018 – Present](#)

- CPR Certified

### Associate Engineer, ITC. Roseville, California

[May. 2014 – Aug. 2014](#)

- Associate engineer in charge of blueprinting LCP (Local Convergence Points) fiber optic placement.
- Used google mapping systems aligned with uniform drafting sheets to measure conversions and progress logging.
- QA engineer for LCP designs as well as responsible for tracking issues and identifying solutions with measurements.

### Software Engineer Intern, OUYA. San Mateo, California

[May. 2013 – Aug. 2013](#)

- Engineering intern for Android-based console.
- Performed tasks for the software, hardware, and customer support teams
- Performed console testing. Logged bugs and triaged issues.
- Responsible for handling logging results and sending them to the proper department for review.
- Created resolutions resulting in regression of issues.



## Social Media

**Linkedin Account:** <https://www.linkedin.com/in/benjamin-lewis984/>

**GitHub Account:** <https://github.com/Benjaminlewis984>

**Portfolio Website:** <https://b-d63a06-lewis.netlify.app>