

# JOSEPH T. LYONS

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## SUMMARY

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Goal-driven application developer with a passion for building tools to automate tasks. Possesses a passion for finding optimal and efficient solutions to problems at hand. Aims for thoroughness that results in the delivery of highly consistent product. Strives to design and develop highly scalable software systems with future maintainability in mind.

## TECHNICAL SKILLS

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Proficient in / with:

- Modern C++ / C
- Object-oriented programming
- Meticulously crafting clean code
- Refactoring techniques
- Writing clear and concise documentation
- Git version control and GitHub
- macOS

Experience in / with:

- Rust, Swift, Python, JavaScript, C#, and others
- Documentation languages, such as Markdown
- Parallel / concurrent programming
- Native GUI application development with JUCE, Cocoa, and Cocoa Touch
- Web application development via Django framework
- Game development with Unity
- Working from the Unix / Linux command line
- Unit testing

## EDUCATION

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*Indiana University South Bend*

Bachelor of Science in Computer Science | May 2015 — May 2019

- Graduated with Highest Distinction with a GPA of 3.98 / 4.0
- Maintained the Dean's List for every semester attended
- Awards
  - Computer and Information Sciences Excellence Award | May 2019
- Certificates
  - Certificate in Advanced Computer Programming | December 2017
  - Certificate in Computer Programming | May 2017

## NOTABLE PROJECTS AND COLLABORATIONS (PAST AND PRESENT)

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- Developed and released desktop applications and plug-ins for audio engineers and musicians
- Created Rust crates, text editor plug-ins, and other open-source tools to automate development tasks
- Contributed to popular open-source projects, such as Atom, Rust-Lang, and Nushell
- Nushell repository maintainer (triage duties)
- Collaborated on open-source projects that have been deposited into the 2020 GitHub Archive Program (Arctic Code Vault)
- Co-authored a simulated operating system
- Reviewed technical books: Object Design Style Guide

## WORK EXPERIENCE

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### *SYSCON International, Inc.*

Software Engineer I | September 2019 — Present

- Use Python, and the Django framework, to aid in the development of the PlantStar 4.0 web application
- Work on a multitude of tasks, which span from implementing core system functionality to writing / modifying scripts used for task automation
- Occasionally works on minor frontend tasks using JavaScript, JQuery, and Django Template HTML

### *Various Companies*

Audio Software Beta Tester | 2011 — Present

- Thoroughly and rigorously test Digital Audio Workstation plug-ins for many different audio developers

### *LivestockCity*

Remote iOS Developer Intern | July 2019 — September 2019

- Created scalable user interfaces using Auto Layout
- Responsible for the addition of smaller features
- Enforced the usage of the MVC development pattern
- Refactored existing code to increase future maintainability

### *Ponderosa Steakhouse*

Various Roles | November 2008 — August 2019

- Worked various positions, including cook, maintenance, and management
- Obtained the ability to work and communicate within a team
- Entrusted to train employees in new positions
- Developed organizational tactics and time management skills in order to consistently serve quality product

### *Gearspace.com*

Audio Software Review Writer | July 2015 — December 2016

- Wrote ~25 professional reviews for the official Gearspace product review team

## REFERENCES AND LETTERS OF RECOMMENDATION

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Available upon request