

JOSEPH T. LYONS

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SUMMARY

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

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
- GUI application development with JUCE, Cocoa, and Cocoa Touch
- Game development with Unity
- Working from the Unix / Linux command line
- Unit testing

EDUCATION

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

- 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
- Co-authored a simulated operating system
- Contributed to widely-known open-source projects, such as Rust-Lang, Atom, and Nushell

WORK EXPERIENCE

SYSCON International, Inc.

Backend Python Developer | September 2019 — Present

- Use Python, and the Django framework, to aid in the development of the PlantStar web application
- Frequently write frontend JavaScript code and occasionally modify Django Template HTML code
- Work on a multitude of tasks, which span from programming core system features to writing / modifying scripts used for process automation

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

Gearslutz.com

Audio Software Review Writer | July 2015 — December 2016

- Wrote ~25 professional reviews for the official Gearslutz review team

REFERENCES AND LETTERS OF RECOMMENDATION

Available upon request