

JOSEPH T. LYONS

Home: Plymouth IN, 46563

Email: JosephTLyons@gmail.com

Phone: Will be supplied via email to avoid spam and “robocalls”

GitHub: www.github.com/JosephTLyons

LinkedIn: www.linkedin.com/in/JosephTLyons

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 open-source text editor plug-ins and other developer tools to automate development tasks
- Co-authored a simulated operating system
- Contributed to widely-known open-source projects, such as Rust-Lang and Atom (text editor)

Work Experience

SYSCON International, Inc.

Backend Developer | September 2019 – Present

- Temporary placeholder

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