

# JOSEPH T. LYONS

**Home:** Plymouth IN, 46563

**Email:** [JosephTLyons@gmail.com](mailto:JosephTLyons@gmail.com)

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

**GitHub:** [www.github.com/JosephTLyons](https://www.github.com/JosephTLyons)

**LinkedIn:** [www.linkedin.com/in/JosephTLyons](https://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