**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

**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**

*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