

Nathan Lewis

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Education

Duke University, Trinity College of Arts & Sciences

August 2016 - May 2020

Major: Computer Science B.S. Minor: Electrical and Computer Engineering B.S.E.

Durham, NC

- **GPA:** 3.5/4.0
- **Karsh International Scholar:** Full-ride merit scholarship for international students that provides funding and presents enriching opportunities to me throughout my entire time at Duke.
- **Relevant Coursework:** Data Structures & Algorithms, Software Design/Implementation, Everything Data, Computer Architecture, Fundamentals of Electrical & Computer Engineering, Signals and Systems.

Secondary School - St. Olaves Grammar School

September 2009 - June 2016

A-Levels: A*-Maths, A-Further Maths, A-Physics, A-Chemistry, A-Computing (AS).

Orpington, UK

Technical Skills

Java, Python, Javascript, AngularJS, Swift, Ionic, MATLAB, SQL, Arduino, HTML/CSS, C, Firebase, AWS

Projects

VoogaSalad – Pokemon Creator

Team Leader

- Developed, as team leader in a team of 8 using the JavaFX library, a grid-based authoring environment and game engine allowing the user to create a fully customizable Pokemon-esque game and play it.
- Worked on both front and back end of the game engine and made adjustments to the authoring environment.

Narmi Banking Alexa Skill

- Developed an Alexa Skill using Narmi Banking's API Node.js client that provides users access to their online banking through natural conversations e.g. 'Alexa, what is the balance in my primary account?'.

iOS App Development | Cyphr

- Developed an iOS app written in Swift 3 targeted at rap enthusiasts after completing an intensive month-long iOS development course in South Africa as part of the selective program iXperience.
- Includes a built-in text editor that integrates a rhyming REST API, syllable counter and recording features.

Vex Robotics

Lead Designer/Driver

- Programmed (using a variant of C - robotC) and built a robot, in a team of 4, which won the 2016 UK National tournament and competed in the World Tournament in Kentucky, US.

Work Experience

Ecobloom (Full Stack Developer Intern)

May - August 2018 | Stockholm, Sweden

- Joined the start-up prior to the Kickstarter launch of their EcoGarden product.
- Assigned to develop the product's app using AngularJS/Ionic Framework and integrate it with the sensors and mechanisms connected to the PCB on the product using Firebase and Mongoose OS.
- Attended investor pitches, product exhibitions and contributed to general design and distribution strategy.

BCG Externship (Junior Consultant)

August 2018 | Boston, US

- Invited after an interview at the selective Bridge to Consulting program and worked on a module with a case team for a week, presenting a story by analyzing client data and creating slide decks.

Network Rail – Crossrail Project (Engineering Intern)

July 2014 | London, UK

- Shadowed engineers working as part the traction power team and visited construction sites of feeder stations to view relationship between engineers and contractors for the new Crossrail project.

Extracurricular Activities & Leadership Roles

Vice President of Sophomore Class

April 2017 - April 2018

- Elected by the student body to serve as the Vice President of the Duke Class of 2020.
- Led meetings and organized events throughout the year to foster relationships between students.

Catalyst

September 2017 - Current

- Regularly attend technical workshops and give/listen to presentations with other tech enthusiasts.
- Chosen from a selective admissions process to join Duke's pre-professional tech society.

Duke University Club Rugby – Social Chair

2016 - Current

- Play on the Duke Club Rugby team and hold the position of social chair for the club.
- Played competitively for the First XV and Senior Sevens team throughout secondary school.

WXDU (88.7FM) DJ

2018 - Current

- Host a weekly show in which I discuss topics and play a variety of music on college radio station WXDU.