

Koby Lewis

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Education

- Brigham Young University, PhD and MS of Computer Science, Anticipated Graduation Apr 2028
- Brigham Young University, BS of Computer Science, Graduated Apr 2023
 - Valedictorian, Summa Cum Laude, GPA 4.0
 - Software Engineering Emphasis
 - Linguistics Minor

Work Experience

- Awardco, Apr 2022 – Aug 2024
 - Backend Software Engineer, Dec 2022 – Aug 2024
 - Accelerated database update speed by over 200x across the platform
 - Architected and built Queue and Delta based user update system
 - Decoupled build and development process from relying on a single IDE
 - Backend Software Engineering Intern, Apr 2022 – Dec 2022
 - Expanded flexible system for copying client settings
 - Implemented roles and permissions system
- Lucid Software, May 2021 – Aug 2021
 - Software Engineering Intern
 - Developed pages for onboarding surveys to drive engagement and virality
- Brigham Young University Center for Teaching and Learning, Fall 2019 – Apr 2021 and Aug 2021 – Apr 2022
 - Web Developer, Mar 2020 – Apr 2021 and Aug 2021 – Apr 2022
 - Implemented various pages for the University LMS (Learning Management System)
 - Created online discussion forum that allowed users to record and post videos of themselves
 - Heavily refactored and extended exam proctoring system
 - Quality Assurance Fall 2019 – Mar 2020
 - Thoroughly searched for, found, and reported bugs in the University LMS

Skills

- Programming Languages/Frameworks: JavaScript/TypeScript, C#, Vue, Angular, Tailwind, HTML, CSS, Java, Scala, C/C++, Python, PHP, SQL, GLSL, HLSL, CUDA

- Technologies: AWS, Azure, Git, Bash, SQL Server, Unity

Honors and Awards

- Brigham Young University
 - Valedictorian, Summa Cum Laude
 - Full Ride Academic Scholarship
 - Dean's List every semester - College of Physical and Mathematical Sciences
- Awardco
 - Product Hackathon 2023 Winner
 - Platform Hackathon 2023 Winner
- “Outstanding Engineering” Award - Lucid Hackathon 2021

Certifications

- Language Certificate - Spanish Fluent - Brigham Young University

Projects

- App for communication and coordination during disasters
- Framework for quickly prototyping card and board games online (TypeScript, Vue, Express)
- Chrome extension for navigating the web with only a keyboard (JavaScript)
- Biological evolution simulator (C++, OpenGL, Neural Networks, Model-View-Presenter, Multithreading, Time Travel)
- Discord bot for managing 2000 person server (TypeScript)
- Roguelike chess-based video game (C#, Unity)
- Randomized phonemic inventory generator for constructed languages (Java)
- Multiplayer online card games (Vue, JavaScript, Express)

Volunteer Work

- BYU Computer Science Discord Server, Dec 2021 - Apr 2023
 - Head Administrator
 - Continued to increase popularity after the graduation of the founders of the group
 - Planned and coordinated in person social meetups
 - The only organization not officially tied to the university to be included during a club rush event
- The Church of Jesus Christ of Latter-day Saints, Aug 2017 – Jul 2019
 - Volunteer Missionary
 - Taught immigrants English and life skills
 - Converted public data into effective techniques for finding people to help

Publications and Presentations

- *Development of a Mutable Meme Model in the Context of a Contagion Spread Simulation* – IEEE CCTA 2023
- *The Hero's Journey and the Plan of Salvation* – Brigham Young University Religious Education Symposium 2019