Amanda Lewis

Obtain a full-time position as a full-stack or back-end software engineer or a software developer.

Contact Info:
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https://github.com/alewis3

EXPERIENCE

St. Edward's University, Austin, TX — *Computing Sciences TA*

JANUARY 2018 - PRESENT

Assist students in Computer Science Concepts I (Python) and II (Java) during weekly labs and facilitate night sessions for extra help in the concepts classes.

St. Edward's University, Austin, TX — *Math Tutor*

AUGUST 2017 - PRESENT

Assist students from basic Mathematics to Calculus II with their homework problems and general study, while maintaining a quiet environment.

Modernize, Austin, TX — *Software Engineering Intern*

MAY 2019 - AUGUST 2019

Worked on an agile scrum team of 10, received tickets and completed them by the end of each sprint.

EDUCATION

St. Edward's University, Austin, TX — *BS in Computer Science*

Minor in Mathematics, MAY 2020

GPA: 3.78

SKILLS

Ability to learn quickly
Working effectively on a team of collaborators
Taking on challenging and complex problems
Connecting with customers and coworkers.

AWARDS

Outstanding Student in Language Arts (Spanish) - April 2017

Outstanding Student in First-Year Computer Science Courses - April 2018

Dean's List from Fall 2016 - Spring 2019

PROGRAMMING LANGUAGES

Java (Advanced)
Python (Advanced)
Javascript (Intermediate)
Node.js (Intermediate)
Web development languages (Intermediate)
React.js (Novice)

PROJECTS

Software Engineering I — TaaS PoC Project

JANUARY 2019 - MAY 2019

Worked on a scrum team of 6 building a system that used simulated automated vehicles. Oversaw building of vehicle simulator, written in python and using multithreading. Wrote all output to the console, and vehicles would report their location to an API on website every 10 seconds and receive routes from the website, depending on the orders customers would submit.

Java Vehicle Simulator — Multithreading Project

JANUARY 2019 - MAY 2019

Completed revision of the python vehicle simulator, to further understanding of how multithreading and multiprocessing works in other languages. Wrote all vehicle output to a file, and made the program input based, so it does not rely on an API, and instead asks for user input.

Software Engineering II — IoT PoC Project

AUGUST 2019 - DECEMBER 2019

Worked on a scrum team of 6 building a system that would utilize Digital Transformation and Internet of Things devices to further automate the smart home management process.