AUDREY LEWIS

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EDUCATION

Olin College of Engineering
B.S. Engineering: Robotics 2019

Relevant Coursework: Elecanisms (Mechatronics), User Oriented Collaborative Design, Introduction to Computational Robotics

EMPLOYMENT

Onshape Inc., *QA Automation Intern*, Cambridge, MA   June 2018 - Aug. 2018
Debugged and added features across numerous internal QA tools. Wrote tests, internal interfaces, and improvements to site.

Olin College of Engineering, *IT Technician*, Needham, MA   Aug. 2016 - Current
Replacing hardware and fixing software for student laptops. Supporting A/V for events, and training other students in IT.

Calendar Frontend Developer   June 2017 - July 2017
Developed a new schoolwide calendar with a small team. Designed and programmed the reactive web frontend.

Peer Writing Tutor   Sept. 2016 - Dec. 2016
Assisted fellow students with analytical writing.

Intel Programmable Solutions Group, *SoC FPGA Intern*, Austin, TX   May 2016 - Aug. 2016
Worked on assorted coding projects to support specialty SoCFPGA bootloader

RECENT PROJECTS

"Bomb Squad" Mechatronic Game   Feb. 2018 - May 2018
Designed and fabricated an electro-mechanical game based on Keep Talking and Nobody Explodes

Auto-Targeting Trebuchet   Nov. 2017 - Dec. 2017
Designed and constructed a desktop-sized trebuchet that aimed with computer vision

"A Very Potter Musical" Technical Design   May 2017 - Nov. 2017
Led the technical department for the semester musical production, designing set, lighting, costumes, etc.

"Cascade" Water Curtain   Oct. 2016 - Dec. 2016
Prototyped a large waterfall system able to display a variety of images through mechanical, electrical, and software integration.

MAME Cabinet   Jan. 2016 - May 2016
 Implemented classic arcade game emulator in full-sized arcade cabinet, built with other students.

ACTIVITIES

Franklin W Olin Players, *Technical Director*   Jan. 2016 - Current
Overseeing all technical decisions for plays by school theatre department. Making club purchasing decisions and supervising student crew.

SKILLS

PROGRAMMING COMPETENCIES: Python, ROS, Git, Linux, JavaScript, React
MECHANICAL COMPETENCIES: CAD (Solidworks, Onshape), Rapid Prototyping (3D Printing, Laser cutting)
TECHNICAL THEATRE: Set Design and Construction, Sound Design and Operation, Lighting Design and Operation