

AUDREY LEWIS

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in [audreywl](#) 🔗 [audreywl](#)

EDUCATION

Olin College of Engineering

B.S. Engineering: Robotics 2019

GPA: 3.73 Relevant Coursework: Elecanisms (Mechatronics), User Oriented Collaborative Design, Computational Robotics

EMPLOYMENT

Onshape Inc., Cambridge, MA

A innovative CAD software company whose products operate entirely on the cloud

QA Automation Intern

June 2018 - Aug. 2018

- Debugged and added features across numerous internal QA tools
- Wrote new tests and internal interfaces in Javascript
- Made changes to the product in AngularJS response to QA-identified issues
- Developed proficiency in and managed software release pipeline tools

Intel Programmable Solutions Group, SoC FPGA Intern, Austin, TX

May 2016 - Aug. 2016

- Led development on new features for the rocketboards.org wiki
- Contributed to preloader for Cyclone V, Arria V, and Arria 10 SoC devices
- Designed sample project for Atlas-SoC board

Olin College of Engineering, Calendar Frontend Developer, Needham, MA

June 2017 - July 2017

- Developed a new schoolwide calendar with a small team
- Designed and programmed the reactive web frontend
- Used feedback from users and continuous integration tools to improve calendar from development to implementation

EXPERIENCE

Franklin W Olin Players Technical Directing

Jan. 2016 - Current

Overseeing all technical decisions for plays by school theatre department. Making club purchasing decisions and supervising student crew.

Campus IT Support

Aug. 2016 - Current

Replacing hardware and fixing software for student laptops. Supporting A/V for events, and training other students in IT.

"Bomb Squad" Mechatronic Game

Feb. 2018 - May 2018

Designed (CAD) and fabricated a fully-functioning 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.

SKILLS

PROGRAMMING COMPETENCIES: Python, ROS, Git, Linux, JavaScript, React

MECHANICAL COMPETENCIES: CAD (Solidworks, Onshape), Prototyping (incl. Rapid)