

# AUDREY LEWIS

## ENGINEERING STUDENT

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in audreywl 🔗 audreywl

## EDUCATION

### Olin College of Engineering

Relevant Coursework: Introduction to Computational Robotics, Principles of Engineering, Software Design  
Class of 2019

## EMPLOYMENT

- 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** Jun 2017 - Jul 2017  
Developed a new schoolwide calendar with a small team. Designed and programmed the reactive web frontend.
- Peer Writing Tutor** Sep 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

- "A Very Potter Musical" Technical Design** May 2017 - Current  
Leading the technical department for the semester musical production, designing set, lighting, costumes, etc.
- Shape Recognition - Computational Robotics Final Project** Mar 2017 - May 2017  
Collaboratively designed and implemented a computer vision shape recognizer using the Ramer-Douglas-Peucker Algorithm
- "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.

## VOLUNTEERING

- Skillpoint Alliance**, STEM Camp Instructor Jun 2014 - Aug 2014  
Taught middle-school students basic engineering concepts. Created 3D printing-based curriculum, taught shop safety and environmental sustainability.

## SKILLS

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