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Adam Wayne Lew
Co-creating an enjoyable world through enjoyable technologies; one smile at a time.

Summary
I'm looking to grow as a person and an engineer, so I can help the technology industries provide better tools that help people optimally live the lifestyle they want. I've been creating and learning alongside wise and experienced developers using Ada, C, C++, Python, JavaScript, HTML, CSS, XML, and C# + .Net for 4.5 years professionally.

Professional Experience
Raytheon Space and Airborne Systems, El Segundo, CA – December 2017 to Present
Software Engineer – TCRF Dept
- Working together with multiple small teams to design + develop, integrate, test, document, maintain, troubleshoot + debug, and peer review software using Ada, Python, and C/C++.
- (I am very limited to the information that I can put here.)

Mercury Security Corporation LLC, Long Beach, CA – May 2016 to June 2017
Firmware – Application Engineer
- Worked together with a small agile engineering team to design and develop features and fixes to help make MSC's security controllers easier and more enjoyable to use.
- Implemented client-server-based features relating to TCP/TLS connections, the ability to use a secondary ethernet adapter, and redesigning the embedded web interface.

Colony Starwood Homes, Scottsdale, AZ
Front-End Web Developer (Intern) – October 2015 to April 2016
- Worked together with a medium sized agile development and QA team to provide property managers and residents an understandable and enjoyable web application, "Atlas", using React and Node.js.
Quality Assurance (Intern) – February 2015 to October 2015
- Worked together with the QA team to provide a better experience to the end user and helped the development team have a more pleasant experience by providing behavioral results from verification.
- Designed manual tests and wrote user stories to verify behavioral expectations of the web app.

Languages: C, C++, JavaScript, Python, HTML5/HTML, Ada, C#, CSS, XML
Web Technologies: React, NodeJS, libxml2, JSON, .NET, lodash
Operating Systems: Linux, Windows XP/7/8/10
Tools: Visual Studio/Eclipse, Notepad++, AdaMulti, SlickEdit, VMWare, VirtualBox, PuTTY, Jenkins, Optical Character Recognition, WinSCP, Atom IDE, Git, GitHub, TortoiseSVN/Git, Jira, BugTracker, Bitbucket
Methodologies/SDLC: Agile/Scrum, Waterfall

Completed Projects and Accomplishments
- Intel Galileo – Balancing Ball Labyrinth Game: Userspace – game processes that interfaces with kernel drivers, kernel space – GPIO, I2C, and SPI peripheral device drivers.
- ASU Team Capstone Project - Intel Edison – ASU JSON + WebSockets IoT Robot Maze Simulator https://www.youtube.com/watch?v=iA39R9yC93w
- Sun Devil Robotics Club (SDRC) – Vex U Robots: 3rd at the 2013 Vex U Arizona State Tournament

Education - Arizona State University, Tempe, Arizona
BSE in Computer Systems Engineering – May 2016 – Accumulated GPA: 3.86

Past Leadership and Teamwork Building Opportunities
- Selected OIC (Officer in Charge) for SEALfit 20X Crucible for July 21-22, 2018
- Assisted in United States Naginata Federation and Southern California Naginata Federation local and national tournaments aiding in player lineup in designated courts as both chief and assistant since 2016
- Vice President, Acting President, and Vex U Robotics Hardware Design Lead of SDRC in 2015
- Head Instructor at the Ira A. Fulton Schools of Engineering 7UP/9UP Robotics Summer Camp in 2014