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Adam Wayne Lew

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

**Summary**

I've been creating alongside wise and experienced developers using C, C++, Python, JavaScript, HTML, CSS, XML, C# + .Net, and PHP for 3 years professionally and 4 years academically; implementing and co-creating automated tests, web pages, features within controllers' firmware, and file systems as a Software Engineer.

**Education -** Arizona State University, Tempe, Arizona

BSE in Computer Systems Engineering – May 2016 – Accumulated GPA: 3.86

**Professional Experience**

Raytheon Space and Airborne Systems, El Segundo, CA – December 2017 to Present

Software Engineer – TCRF Department

* Working together with multiple small teams to design a system that integrates an automated and manual radar data-testing simulator as well as collaborating with multiple teams to strategically remove previously implemented features in specific radar modes by analyzing the existing infrastructure.
* Implementing tests that are driven by a continuous integration environment (Jenkins) and Python scripts.

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.
* Focused on implementing 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, CSS, XML

**Web Technologies:** React, NodeJS, OpenSSL, libxml2, JSON, PHP, C#, NET, wpa\_supplicant, lodash

**Operating Systems**: Linux, Windows XP/7/8/10, MacOS

**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

**Past Leadership and Self-Development 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