# John Lewis

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### Education

#### University of Florida - Gainesville, Florida

- Bachelor of Science in Computer Engineering
- Dean's List Award Recipient: Spring 2024, Fall 2024, Spring 2025
- Relevant Coursework: Intro to Programming 1 and 2, Discrete Structures, Data Structures and Algorithms, Computer Organization, Digital Logic and Computer Systems, Digital Design, Operating Systems

#### Palm Beach State College - Lake Worth, Florida

Associate in Arts awarded May 2023

# **Professional Experience**

### **Engineering Intern - Florida Turbine Technologies / Kratos Defense**

May 2025 - Present

**Expected Graduation: May 2027** 

- Applied control theory concepts to tune Proportional-Integral-Derivative (PID) controller gains and perform Hardware-in-the-loop (HIL) testing, ensuring the controller meets expected performance specifications
- Developed and presented test plan documentation to detail the objectives, procedures and expected outcomes of upcoming tests
- Optimized MATLAB CAN data parsing script, increasing efficiency by 87% to allow for faster runtimes, as well as implemented error checking to confirm data completeness

#### **Undergraduate Peer Instructor - Digital Logic and Computer Systems**

**January 2025 - May 2025** 

- Held weekly office hours to guide students in improving their understanding of digital logic concepts
- Led weekly lab sections where students implement digital logic principles taught in lectures
- Composed and administered lab quizzes to enforce students' learning of concepts taught in lectures and labs

# **Technical Projects**

#### **MIPS Processor - VHDL**

March 2025 - April 2025

- Developed an FPGA-based processor modeled from the Fetch-Decode-Execute cycle, which executes MIPS-type instructions given a Memory Initialization File (MIF)
- Integrated on-board RAM and Memory-mapped I/O to input and store variables and instructions, execute them, and store the result

#### Game Twin - C++, Python, HTML, CSS

December 2024

- Collaborated with a group to develop an application to recommend video games based on a past game user enjoyed
- Parsed and filtered a dataset with 470,000+ video games to find the best matches for the user
- Implemented quick sort to rank similar games by user-chosen parameters (e.g., Metacritic rating, number of suggestions), reducing search time by 99% compared to previous implementations

#### Smart Sunscreen Bottle - C++

March 2024 - April 2024

- Worked in a team to design, 3D print, program, solder, and assemble a sunscreen bottle that alerts the user when they should reapply
- Utilized an Arduino, UV sensor, piezo, a slide switch, and an RGB LED to calculate the current UV, decide how long the user should wait before reapplying, and alert the user after that period

## Technical Skills

Programming: C++, Python, HTML/CSS, VHDL, MATLAB, Tailwind CSS, React.js, ARM Assembly

Tools & Technologies: Intel Quartus, CLion, VS Code, PyCharm, Questa/ModelSim, Linux, VirtualBox, Microsoft Visio

GPA: 4.00

**GPA: 3.90**