JORDAN LEWIS

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EDUCATION

B.S. Computer Science   Expected May 2019
Arizona State University, Tempe, AZ   GPA: 3.44
Honors: New American University Scholarship - Dean's Award bit.ly/2ewbSWR   2015-2019
Dean's List: Fall 2016, Spring 2017, Fall 2018
Relevant Coursework: Algorithms and Data Structures, Principles of Programming Languages, Intro. to Theoretical Computer Science, Database Management, Principles of Mobile Application Development with iOS, Distributed Software Development

TECHNICAL SKILLS

Programming Languages: C++/C, Java, C#, Python
Technologies: Angular 6, Command Line Interface, Git (BitBucket, GitHub, GitLab), Jira Issue Tracking, MongoDB, Node.js, Unity

EXPERIENCE

Lawrence Livermore National Laboratory, Computation Directorate, Livermore, CA
Computation Scholar Intern   May-Aug 2016, 2017, 2018
- Worked with a team on a unified data storage solution to address the growing data management needs at LLNL.
  - Participated in the development of the front-end web app to serve as the user interface, using Angular 6.
  - Collaborated in Scrum project management planning to ensure project deadlines were met.
  - Poster: bit.ly/2TJvcbs
- Created an LLNL internal homepage in HTML for the Nondestructive Evaluation Group. Serves as a location for customers to locate the data archive portal, mission statement, and team member contact information.
- Created a web application (Enterprise Architecture Tool) using JavaScript that visually represents interconnected dependencies between software packages. The tool helps reduce downtime when updating/changing software by limiting unforeseen conflicts.
  - Poster: bit.ly/2YbNRvp
- Created import templates/scripts using Java APIs to enable component and material data file import into a commercial material information management system.

PROJECTS

JordanAllenLewis.com
Personal Website – GitHub bit.ly/2YctVbo – Angular 6, Typescript, HTML, CSS   2018
- Designed and built website to showcase my skills, interests, projects, academic achievements, and contact information.

m.JordanAllenLewis.com
Mobile-Friendly Version of Personal Website – GitHub bit.ly/2HtBDZL – Ionic, Typescript, HTML, CSS   2018
- Designed and built this mobile version of my personal website using Ionic.

ASU, Senior Capstone Project
Training Management System – GitHub bit.ly/2Fh9T7e – Angular, Typescript, HTML, CSS   2018-Present
- Collaborating as part of a team of six developers to design and develop a user-friendly web-based training management system for ASU Health Services.
- Leading, organizing, and participating in the development of the front-end web application.

ASU, Human Computer Interaction
Redesigned LLNL Homepage – Report bit.ly/2OcLUu1 - Axure   2018
- Utilized Axure to create a mockup redesign of the Lawrence Livermore National Laboratory homepage.
- Results of the two-sample t-test showed that the difference in time to find the desired information between the experimental group (redesigned mockup) and control group (original website) was significant, with a t-value of 2.64575 and p-value of 0.029449.

ASU, Devils Invent Hackathon
Augmented Reality Program – Video bit.ly/2ud1lJs – Unity, Leap Motion Controller, C#   2016
- An augmented reality program aimed to help users with learning disorders.
- Conceptualized and constructed in 72 hours at the Devils Invent Hackathon at ASU.
- Used the Unity engine to create a controlled environment, and Leap Motion to detect the users hand movement. Utilized C# to link the hand movement to audio so that when the user points to an object the computer recites back the name of the object.

ACTIVITIES

ASU Software Developers Association (SoDA) bit.ly/2FgEL7C   2017-Present
- Participate in weekly meetings to expand my involvement in the engineering community and connect with other students that are passionate about science, technology, programming, and software engineering.