JORDAN LEWIS

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EDUCATION

B.S. Computer Science Expected May 2019
Arizona State University, Tempe, AZ GPA: 3.41
Honors: New American University Scholarship - Dean's Award 2015-2019

EXPERIENCE

Lawrence Livermore National Laboratory, Computation Directorate, Livermore, CA

Computation Scholar Intern May-Aug. 2018

- Worked with a multidisciplinary 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.
- 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.

Computation Scholar Intern May-Aug. 2017

- 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.
- Attended weekly technical staff meetings and technical seminars.

Computation Scholar Intern May-Aug. 2016

- Created import templates/scripts using Java APIs to enable component and material data file import into a commercial material information management system.
- Attended weekly technical staff meetings and technical seminars.

PROJECTS

JordanAllenLewis.com
Personal Website Aug. 2018

- Designed and built using Angular 6 (Typescript, HTML, CSS) to showcase my skills, interests, projects, academic achievements, and contact information.

m.JordanAllenLewis.com
Mobile-Friendly Version of Personal Website Sept. 2018

- Designed and built this mobile version of my personal website using Ionic (Typescript, HTML, CSS).

ASU, Senior Capstone Project I
Training Management System Aug. 2018-Present

- Currently collaborating in a team of six to design and develop a user-friendly web-based training management system for ASU Health Services.
- Using Angular 6 and Node.js.

ASU, Human Computer Interaction
Redesigned LLNL Homepage Apr. 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 Nov. 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 by myself and one other computer science student.
- Used the Unity engine to create a controlled environment, and Leap Motion to detect the users hand movement. Used 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.

TECHNICAL SKILLS

Programming Languages: C, C#, C++, CSS, HTML, Java, Javascript, MATLAB, Python, Typescript
Technologies: Angular 6, Angular Unit Testing, Command Line Interface, Git (BitBucket, GitHub, GitLab), Jira Issue Tracking, MarkLogic, Node.js, Unity
Operating Systems: Windows, Linux, MacOS

ACTIVITIES

ASU Software Developers Association (SoDA) 2017-Present

- Participate in weekly meetings and activities to expand my involvement in the engineering community and connect with other students that are passionate about science, technology, programming, and software engineering.