

# JORDAN LEWIS

JordanAllenLewis@gmail.com • (925) 819-0063 • JordanAllenLewis.com • linkedin.com/in/JordanAllenLewis

## EDUCATION

### B.S. Computer Science

Arizona State University, Tempe, AZ

Honors: New American University Scholarship - Dean's Award

Expected May 2019

GPA: 3.44

2015-2019

## EXPERIENCE

### Lawrence Livermore National Laboratory, Computation Directorate, Livermore, CA

#### Computation Scholar Intern

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