Jordan A. Lewis

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Current: 5707 S. Kimbark Ave. Apt. 2, Chicago, IL 60637
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Education

Bachelor of Science, Computer Science, The University of Chicago — expected 2011
Associate of Arts, Bard College — 2007

Work Experience

Intern Systems Engineer, RethinkDB — December 2010

Intern Software Developer, The Manticore Project, The University of Chicago — Jun. 2010-Present

- Continued development on and maintained an Objective-C++/Cocoa log file visualization program for Manticore, a functional parallel programming language and compiler

Sys. Admin., Computation Institute, The University of Chicago — Aug. 2008-Sep. 2009

- Maintained 2 clusters of around 200 Linux servers each across 2 physical sites; helped develop a software suite to ease cluster error recovery and management

Software Developer, CSPP, The University of Chicago — Jun. 2009-Aug. 2009

- Designed and implemented a SQLite database to track information relating to incoming students, incorporating multiple disparate and incompatible sources of data into a unified schema

Software Developer, Econnectix, Chicago, IL — Jan. 2008-Apr. 2009

- Designed and implemented a system health tracking and management program to detect and handle dangerous physical conditions for a high-availability embedded device
- Designed and implemented "support tunnel" instant tech-support system from scratch in three weeks, allowing customers to get help directly from a device's user interface
- Collaborated on a major refactoring of a storage volume management and server state configuration system for a fibre channel SCSI storage device

Software Developer, Vim, Google Summer of Code, — Summer 2008-Autumn 2010

- Designed and implemented undo tree persistence, one of the Vim community's most requested feature additions (undos/redos automatically saved upon closing and restored upon reopening a file)[†]
- Continued to support the feature in spite of difficulties getting it pushed upstream, continued development via a separate channel until eventual upstream inclusion

Academic Projects

Tensor Rundown, a multiplayer 3D racing game[†] The Univ. of Chicago, CMSC 23800 — Spring 2010
Prototype SML-like Module System[†] The Univ. of Chicago, CMSC 33600 — Winter 2010
Simple MIPS Simulator[†] The University of Chicago, CMSC 22200 — Autumn 2009
Simple RDBMS,[†] The University of Chicago, CMSC 23500 — Spring 2009

- Collaborated with the class to build a simple RDBMS in C from the ground up, including a B-Tree backend, a database virtual machine, a SQL-to-VM code generator, and a simple shell to interact with the system

TCP-like implementation; IP router[†] The University of Chicago, CMSC 23300 — Autumn 2008

- In a two-person team, implemented a TCP-like reliable transport protocol called STCP on top of a simulated unreliable network layer, and an IP router with proper support for ARP, ICMP, and routing directly over Ethernet packets

Skills

Languages:	/(Objective-)?C(++)?/, SML, Python, Scheme, Bash, GLSL
Graphical Toolkits:	Cocoa, OpenGL
Tools:	Vim, gdb, RCS, CVS, Subversion, git, SQLite, lex, yacc
OS:	Linux (Arch, Debian, Gentoo, Scientific, Ubuntu), OS X

[†] Source code available at http://github.com/jordanlewis/, or upon request