

# Benjamin Lewis

Full Stack Developer

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## Profile

Passionate about programming, I am acutely aware when a process could be improved and am committed to finding a solution. I am interested in learning more about computer science and making a lasting impact in computing.

## Projects

**DuckTyper** - <https://www.npmjs.com/package/ducktyper>

- DTO schema tool for maintaining large software projects with large quantities of API communication
- Utilizes contract typing to allow high re-usability of types/typed functions
- Fast, clear, and easy to read input validation
- Used and tested on large scale applications

**Ottery, LLC** - Advanced security system for ensuring the well being of children at churches and daycares

- Lead the architecture and design for both the front and back end
- Utilizes AWS S3 for maintaining user images along side self written image compression algorithms
- Developed messaging system to allow for communication between organizations and parents
- Automated email messaging system for keeping parents in the loop
- Easy UI/UX flow designed in Figma
- Conducted user meetings with customers on a weekly basis
- Hired and managed two contractors to speed up the development process through Agile methodology

**Alien Invasion!** - <http://alien.lewibs.com/>

- Threejs engine architecture POC for PowerN 4D engine
- Uses Tweenjs to provide animation and entertaining graphics
- Uses OOP abstraction to produce clean and easy to read/maintain code

## Work Experience

**Software Engineer (startup first hire)** – PowerN NC

Jan 2021-Present

- Lead the technical development of the 4D visualization engine, UI/UX, and advanced 4D file system
- Interviewed, on boarded, and trained new employees to rapidly take on new responsibilities
- Oversaw the development of API and backend structure to ensure high quality maintainability
- Designed highly efficient algorithms for instantaneously managing the 4D state of multi GB point clouds and BIM models

**Teachers Assistant MATLAB** – NC State University, Raleigh, NC

Aug 2020-Dec 2021

- Taught Lab sections of 50 students to help them better understand material
- Made decisions to make the lab time a more efficient environment for learning
- Helped many students see an increase in grade of up to 20%

## Education

North Carolina State University, Raleigh, NC

May 2023

B.S. in Computer Science

GPA: 3.5/4.0

Received Computer Science honors

## Skills

**Languages:** JavaScript, TypeScript, python, java, c, bash, MATLAB, Haskell, PHP, HTML, CSS

**Technical:** AWS, cPanel, NestJs, mongoose, IFC.js, Spring, eclipse, linux, mongoDB, gin, node, OOP, functional, React, React Native, react-query, MUI, react-native-paper, axios, potree, three.js, jquery, styled-components, heroku, docker, redux, figma, SQL, angularjs, agile development, UML, multi-threaded, asynchronous, micro service and monolithic software.

**Interpersonal:** Focused on finishing tasks before deadlines and maintaining a well-developed schedule; Able to articulate and convey confusing concepts; Ensures that given instructions are understood clearly. Overall hardworking, personal, curious, creative, and inventive.