

LEWIN CARY

STANFORD COMPUTER SCIENCE

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OVERVIEW

I am a highly enthusiastic self-starter who wishes to develop a career in computer science following my early exposure to world leading professionals at Stanford University. I am passionate about artificial intelligence, webDev and sound synthesis. I hold dual British - Australian citizenship.

PROJECTS

Heap Allocator

Dynamic memory allocator implemented in C utilizing a doubly-linked segregated free list with coalescing strategy:

- Throughput: 105% (25% > 12000k req/sec benchmark)
- Utilization: 65% (benchmark)

Photo Sharing WebApp

Single Page Application based on Facebook where users can register, login, upload photos, comment and view recent activity. Implemented using full MEAN stack.

Vocal Pattern Generative Drum Machine

Customizable drum machine that auto generates soundscapes in response to sounds made by the user. Has controllable parameters that allow the user to push the direction of the music.

EXPERIENCE

Spacehop

London

August – September 2016

SOFTWARE ENGINEER INTERN

London based online-property tech startup. Responsible for:

- The entire redevelopment of the front and back end of the company's new web application using a Laravel PHP environment for server implementation, and MySQL for databasing
- Developing intuitive analytics tools to mine the company's database

Naim

London

June-July 2016

R&D SOFTWARE QA ENGINEER INTERN

Multi-award winning innovator in high end hi-fi systems. Tasks included:

- Developing test procedures to ensure compliance with specs/find edge cases in Naim's next-gen R&D embedded systems projects
- Ensure compliance with standards such as UPnP, audio formats, 3rd party API

Center for Computer Research in Music and Acoustics (CCRMA)

Stanford University

2015 - 2016

SOUND ENGINEER

- Maintaining and troubleshooting CCRMA studios including the preparation and updating of all user manuals and introductory tutorials.
- Undertaking independent research into sound analysis and beat matching, developing a program that identifies parts of songs to enable automatic mixing

Stanford University Laptop Orchestra (SLORK)

Stanford University

2015

PROGRAMMER/MEMBER

One of the few undergraduate students to win a place on this pioneering orchestra. Tasks included:

- Programming synthetic instruments in Chuck that are able to be manipulated in real time by third party controllers/hardware
- Coding performance pieces for the orchestra to play using networking over OSC

SKILLS

- Languages: C, C++, Java, JavaScript, PHP, Processing, Chuck, Haskell, MySQL
- WebDev: HTML5, CSS, Full MEAN Stack Dev (MongoDB, ExpressJS, AngularJS, NodeJS), Laravel, MySQL, PHP
- Audio Production & Sound Synthesis
- Conversational French (French Exchange Winner)
- First Aid / Cardiopulmonary Resuscitation Re. Viva
- Certified Barista
- Debating
- Journalism (Co-founder of school magazine)

HOBBIES

- Music Production (Produced experimental electronic music for the past 6 years)
- Hiking/Camping (Gold Medal, Duke of Edinburgh Award)
- Surfing/Swimming/Diving/Snowboarding
- Sailing/Boating (holds general boating license)
- Travelling (Spent 9 month gap year backpacking around Europe)