

Dylan Lewis

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EDUCATION

Bachelor of Science in Software Development

GPA: 4.0

Grand Canyon University

2024-2027

- Honors College & National Society of Collegiate Scholars (NSCS) Member
- GCU Tech Club & Software Development Committee Member
- **AWS Cloud Practitioner Certified (Test date: 12/06/2024)**

EXPERIENCE

MCAmusement Engineer & Designer

Nov 2017 – Apr 2022

MCAmusement

Remote

- Collaborated and worked on a team of 50 members in a 1:1 scale recreation effort of the Disneyland Resort on Minecraft.
- Tasked with executing deliverables from the project managers, in accordance to the servers Project Plan.
- Utilized custom codes and plugins, along with proprietary design tools and systems for effective workflow.

PROJECTS

Real-Estate Club Website | *AWS, Docker, Firebase, Github*

Sept 2024 – Feb 2025

- Collaborated with a team of students to design and develop a full-stack web application for a client.
- Contributed to the architectural and structural development of the backend by implementing numerous REST API endpoints.
- Designed AWS EC2 infrastructure and deployed Docker containers to streamline production and optimize deployment.

RISK | *AWS, Docker, Figma, Github*

Mar 2025 – Apr 2025

- Utilized FigJam to collaboratively map out the foundational layout, user flow, and interface components to simplify the development process.
- Collaborated with a team of students to design and develop a full-stack web application of the popular board game, Risk.

PriceRight | *Azurite, Azure Functions Core Tools, Github*

Jan 2025 – Present

- Worked with a team of students to design and develop a full-stack mobile application for Product Managers to accurately determine the price of a product.
- Dependent on real-world business data, direct cost inputs, operating expenses, and strategic pricing models, followed by an in-depth report empowering customers to make data-driven pricing decisions with confidence.

DLCrowds | *ASP.NET Core, GIMP, Figma, Github*

Apr 2025 – Jun 2025

- Developed a full-stack, responsive web application that visualizes estimated crowd density across Disneyland using data from the ThemeParks.wiki API.
- Implemented real-time bidirectional communication between the client and server using Azure SignalR Service with WebSockets for low-latency park updates.

FilmVault | *ASP.NET Core, Microsoft SQL Server, Figma, Github*

Feb 2025 – Present

- Independently designed and developed a full-stack movie tracking web application, integrating The Movie Database (TMDB) API to enable users to efficiently track and log viewing history.

TECHNICAL SKILLS

Languages: JavaScript (JS), TypeScript (TS), Java, C#, Python, SQL, HTML/CSS

Developer Tools: AWS EC2, ASP.NET Core, Azure, Docker, Eclipse, Express, Figma, FigJam, Firebase, Git, GitHub, Microsoft (MS) SQL Server, Node.js, Postman, React, React Native, Swagger, Vite, Visual Studio, VSCode