

Nicholas Lewis

Software Engineer — Full-Stack Development, Cloud Systems, and Emerging Tech

nicholaslewis3452@gmail.com · (916) 666-0510 · Lincoln, CA 95648 · [LinkedIn](#) · [Portfolio](#) · [GitHub](#)

Technical Skills

Languages:

JavaScript, Python, C#, SQL,
Node.js, C++

Frameworks & Tools:

React, React Native, Express,
Firebase, Docker, Azure, REST
APIs, Unity

Core Strengths:

Full-Stack Development, Cloud
Deployment, Data-Driven Systems,
UI/UX Integration, Scalable APIs

Projects & Experience

Software Engineer – VoiceVision (AI for Accessibility Hackathon Project)

Apr 2025

Tech: Python, OpenCV, EasyOCR, Pyttsx3, Raspberry Pi

Created a prototype for AI-powered smart glasses that detect objects and read nearby text aloud in real time. Implemented computer vision and speech synthesis pipelines optimized for low-latency edge devices. Demonstrated rapid prototyping, hardware integration, and real-time processing.

GitHub: [VoiceVision Repository](#)

Backend Developer / Team Lead – Sac State LIFE Platform

Jan 2024 – May 2025

Tech: Node.js, Express, SQL Server (Azure), Docker, JWT, React Native

Led backend development for a student engagement platform used across the Sac State campus. Designed REST APIs, managed relational databases, and deployed secure microservices in Azure. Coordinated a 9-person Agile team, integrating frontend and backend features through CI/CD workflows.

GitHub: [SAC-LIFE Repository](#)

Software Engineer – 3D Satellite Tracker Visualization

2025 – Present

Tech: C#, Unity, REST APIs, JSON, Physics Simulation

Developed a 3D visualization tool to track live satellite orbits using public space telemetry APIs. Implemented coordinate transformations, orbital motion, and smooth real-time data rendering. Enhanced proficiency in simulation logic, performance optimization, and 3D data visualization.

GitHub: [Satellite Tracker Repository](#)

Software Engineer – BallUp Basketball Meetup App

2025 – Present

Tech: JavaScript, Firebase, React, Cloud Functions, Google Maps SDK

Built a location-based event platform for players to create and join basketball runs in real time. Implemented data synchronization, map-based UI components, and push notification features. Demonstrated full-stack problem solving and product design across mobile and web environments.

GitHub: [BallUp Repository](#)

Backend Developer – Dynamic PDF Generation Service

Sep 2023

Tech: Node.js, Express, Firebase Functions, \LaTeX

Developed a scalable microservice for generating and emailing PDFs dynamically from web input. Applied async I/O and process queuing for efficient high-volume document generation. Strengthened backend architecture and cloud deployment fundamentals.

GitHub: [Pipeline Repository](#)

Education

California State University, Sacramento

May 2025

B.S. in Computer Science — Coursework: Software Engineering, Cloud Computing, Parallel Programming, Algorithms, Machine Learning

Sierra College

Dec 2022

A.S. in Computer Science and Natural Science

Additional Information

U.S. Citizen — Open to relocation (on-site or hybrid)

Passionate about building impactful software, from AI prototypes to full production systems

Strong foundation in full-stack development, distributed systems, and performance optimization