

# Nicholas Lewis

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

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## 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, L<sup>A</sup>T<sub>E</sub>X

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