Lewis Rafuse

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HIGHLIGHTS OF QUALIFICATIONS

- 3rd year Software Engineering student at McMaster University with a 3.6/4.0 GPA and 8 months prior co-op experience, willing to learn any technology or stack
- Solid understanding of data structures and algorithms, design patterns, and SDLC demonstrated by 1-year web application developer experience (4-month co-op and 8 months part-time during school)
- Passionate about software and technology shown by participation in **hackathons and personal projects**

SKILLS

Languages: Python, Java, JavaScript, Ruby, PHP, C, C++, HTML, CSS, Go, SQL
Tools: Ruby on Rails, Linux OS, jQuery, MySQL, Git, LaTeX, Bootstrap

EDUCATION

B.Eng., Software Engineering and Management, CO-OP, 3.6/4.0 GPA **Expected 2022**
McMaster University, Hamilton ON

- Dean's Honour List (2017-2019)
- Invited to the Golden Key Society for achieving a GPA in the top 15% of the program

Relevant Courses

- Data Structures and Algorithms
- Databases

WORK EXPERIENCE

Web Application Developer **Jan 2019 – Jan 2020**
McMaster University, Hamilton ON

- Integrated a steel process model **(C++)** into the McMaster Steel Research Centre website by developing fully responsive client **(jQuery, JavaScript, HTML, CSS)** and efficient backend **(PHP)**
- Decreased purchase entry time by 200% by creating custom form-filling Firefox extension
- Added disable user admin feature to restrict unpaying users by restructuring user database table **(MySQL)**

Code Camp Instructor **May 2018 – Aug 2018**
Venture Engineering and Science, Hamilton ON

- Worked in a team of two to teach fundamental programming concepts in a fun and understandable way by using excellent presenting, verbal communication, and collaboration skills
- Achieved a 95% satisfaction rate from students by developing meaningful relationships and assuring that all students were able to complete the given projects

PROJECTS

Sudoku Solver Visualization VISUALIZE REPO **DEC 2019**

- Built a **JavaScript** application for visualizing an algorithm used to solve sudoku puzzles
- Implemented backtracking algorithm to create and solve sudoku puzzles, complemented by a **Bootstrap** UI

Machine Learning Steel Analysis – Deltahacks Project REPO **JAN 2019**

- **Python** application built in a team of 4 for use by material science researchers analyzing steel samples
- Trained a logistic regression model with a test image dataset to predict the composition of a steel sample within 99.5% accuracy, implemented with **Pandas, Pickle, SciKitLearn, and PySimpleGUI**