



Sean Henry Lewis

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EDUCATION

Bachelor of Science, Mathematics, Certificate in Computing
University of Texas at Austin

May 2025 (Expected)

WORK EXPERIENCE

University of Texas at Austin - Austin, Texas

August 2022 - Present

Good Systems SmartCity Researcher

- Built full-stack interfaces and applications for the Urban Information Lab
- Created production-scale trained AI chat-bot on available U.S. open city data ([OpenCityAI Project](#))
- Developed effective query web apps with Flask and pandas dataframes ([SmartCityData Project](#))

University of Texas at Austin - Austin, Texas

June 2022 - August 2022

UTCS Program Assistant

- Tutored Swift through Xcode to effectively design and develop apps for iOS
- Taught C++ & PID with Arduino to program a robot to navigate autonomously in the real world
- Trained others in using HTML & JavaScript with Phaser to create deployable HTML5 games

PROJECTS

[RPG Wurdle](#) (GDScript, Solo)

May 2022

- Developed and published a mobile game on the Google Play Store & Amazon Appstore, implemented custom Google Play achievements using REST APIs, integrated full Google Play Games support within the app
- Used Android Preferences to create saved game states, coded a Wordle game with aesthetically pleasing elements, animations, and a clean user interface

[Various Websites](#) (HTML/CSS/JS, Solo)

May 2022 - Present

- Constructed various websites using HTML & CSS for my Github projects, deployed using Google Firebase
- Actively maintain SmartCityData, Warehouse Transport UT Austin official websites

[Various Games](#) (Python/C#/GDScript/C++, Solo)

December 2019 - Present

- Built, developed, designed, and published various games on Github, Google Play, Amazon, Steam, etc. Implemented UI, enemy AI, & occlusion culling to procedural generation, quest systems, & animations.

[Minesweeper](#) (Python, Team)

November 2021

- Designed Minesweeper from scratch in Python, with additions such as high-scores and ending animations
- Built with Python packages and the visuals were implemented using SDL

SKILLS

Java & JavaScript

Python & Django

REST APIs

English and Spanish Fluency

C# & C++

HTML & CSS

RELEVANT COURSEWORK

Engineering Computation

Software Design

Computer Science

Physics and Mechanics

Multivariable Calculus

Linear Algebra

LEADERSHIP EXPERIENCE & ORGANIZATIONS

Eagle Scout

March 2020

- Constructed a large wood and wire mesh animal habitation for the Texas Wildlife Rehabilitation Council
- Managed a group of 14 scouts to work on my project

Mental Health Awareness Advisor, Memorial High School

August 2019 - May 2020

- Helped organize mental health discussions, facilitated mental health awareness and issue advocacy

