# **Sean Henry Lewis**

346-252-9443 | seanhhlewis@gmail.com | Houston, TX, 77063 www.linkedin.com/in/seanhhlewis | www.seanhlewis.me | www.github.com/seanhlewis

#### **EDUCATION**

## **Bachelor of Science, Computer Science**

Texas A&M University at College Station May 2025 (Expected)

WORK EXPERIENCE

Clean Juice - Houston, Texas

June 2021 - July 2021

June 2019 - July 2019

Juice Bar Barista

- Prepared drinks for customers in fast-paced work environment
- Cleaned and sanitized work area regularly, managed fresh, organic produce daily

Subway - Houston, Texas

Sandwich Artisan

- Cleaned and maintained workplace, prepped food and condiments
- Crafted personalized sandwiches for each customer

#### **PROJECTS**

## RPG Wurdle (GDScript, Solo)

May 2022

- Developed and published a mobile game on the Google Play Store, 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

• Constructed various different websites for my Github projects, deployed using Google Firebase

#### Minesweeper (Python, Team)

November 2021

- Designed a clone of Microsoft's classic game Minesweeper in Python, with additional components such as tracking high-scores and ending animations
- Built with Python packages and the visuals were implemented using SDL

## Rabbit (GDScript, Team)

April 2020

• Created classes for a "moving" tile-set that will transpose every tile to the left based on a custom-built timer class, randomly generated carrots and special items, as well as tracking high scores

## Time Escape (C#, Solo)

December 2019

• Produced a time escape game in Unity using C# where a player must accomplish tasks within a certain period of time to win, implemented a timer system based on tickrate, classes for player movement, score, and collision

## SKILLS

Java & JavaScript	Python & Pandas	GDScript
English and Spanish Fluency	C# & C++	HTML & CSS

#### RELEVANT COURSEWORK

Engineering Computation Computer Science I & II Probability and Statistics

Physics and Mechanics Calculus I & II 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