# **Sydney Lester**

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Adventurous and creative computer science student with a passion for problem-solving, user experience design, and databases. Skilled in organizing both data and teams, with strong leadership experience. Seeking a software engineering role to work on impactful projects in gaming or environmental technology.

Available for full-time opportunities starting June 2025. Open to relocation or travel.

## **Education**

## Duke University | Durham, NC

May 2025 (expected)

Bachelor of Science | Computer Science Minor | Environmental Science & Policy

- Systems: Architecture, Databases, Security
- Data Science: Machine Learning, Data Analysis, Optimization
- Theory: User Experience (UX) Design, Discrete Mathematics, Algorithms, Data Structures, Cryptography
- Environmental: Conservation Engineering and Technology, Policy and Management

Semester abroad: University of Otago | Dunedin, New Zealand | 2023

# **Experience**

## Staff Software Engineer (Part-Time) | Blooket | Remote

August 2024 - Present

- Developed a library of front-end game components using React and Next.js for <u>blooket.com</u>, a site with ~8 million monthly active users.
- Designed and implemented gaming and administrative user experience, platform services, microservice APIs, and automations.
- Created a curriculum management module for educators to design problem sets, lesson objectives, and contests.
- Collaborated with other engineers on service integrations, optimizations, and data contracts

## Software Engineering Intern | Blooket | Remote

May 2024 - August 2024

- Developed arcade-style and puzzle-based single-player web games using Phaser 3 and React.
- Collaborated with artists and education professionals to optimize the learning and entertainment value of each game

## Teaching Assistant - Discrete Math | Duke University | Durham, NC

January 2024 - May 2024

- Assisted faculty for very large course sections by preparing and evaluating material related to Boolean algebra, proofs, combinatorial optimization, and graph theory.
- Improved student success by developing sample problems and solutions, offering structured guidance during office hours, and providing detailed feedback on assignments.
- Collected metrics to provide insights to improve student comprehension.

## Research Intern | Duke University Marine Lab | Beaufort, NC

May 2022 - July 2022

- Collected and analyzed telemetry and visitor data to identify conservation strategies for loggerhead sea turtles on Cape Lookout National Seashore, presenting recommendations to optimize park policies.
- Worked with National Park Service rangers and marine scientists to derive insights from diverse data sets.

#### Skills

- Programming Languages: Java | C/C++ | Go | Python | JavaScript | TypeScript | R | Bash | SQL | XPath
- Web: HTML5 | CSS3 | React | Next.js | Flask | Node.js
- Databases: MongoDB | PostgreSQL | Database Design
- Platform and DevOps: Git | GitHub | Docker | Containers | REST | OAuth | PKI
- Machine Learning and Data Science: PyTorch | NumPy | Pandas | scikit-learn
- Game and UX Design: Phaser 3 | Photoshop | Illustrator
- Practices: Version Control | Prototyping | CI/CD | Testing | Debugging | Troubleshooting
- Soft Skills: Team Leadership | Project Management | Problem Solving | Documentation

# **Personal Projects**

## **Starify** | Data Visualization | *github.com/sydlester/starify-app*

2023

- Developed a web client application that aggregates and visualizes a user's Spotify listening data in a retro arcadestyle UX.
- Leveraged REST APIs and integrated Spotify's OAuth for authentication, focusing on enhancing data presentation for users.

# eCommerce Marketplace | Retail Website | github.com/sydlester/mini-amazon-cs316

2022

- Built a full-stack multi-tier application simulating an eCommerce site with buyer and seller functions, including inventory management and CI/CD implementation.

## Leadership

## President | Duke Club Ski & Snowboard

2022 - Ongoing

- Served as the chief executive of one of the largest non-varsity athletic organization at the University.
- Managed an annual budget of over \$100,000, organized training trips, and grew team membership through recruiting and social engagement.
- Led efforts to improve financial accessibility by establishing scholarships and an inventory of team-owned equipment through grants and sponsorships.

## Officer and Secretary | Duke Sports Clubs Executive Board

2024-Ongoing

- Oversaw funding allocations, administration, and policy for 32 sports clubs.
- Documented and communicated board decisions to club leaders and university officials.

## **Interests**

- Competitive Snowboarding: U.S. Collegiate Freestyle regional qualifier (2022, 2023)
- Adventure Travel: Organized backpacking trips in New Zealand (2023) and the Swiss Alps (2024).
- Graphic and Industrial Arts: Digital and Traditional Illustration, Murals, Crochet
- **Photography:** Duke Chronicle sports photographer (2022 Present)
- Music: WXDU Campus Radio DJ (2022- Present)