

JUSTIN T. LEWIS
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Education

Rochester Institute of Technology

B.S. Computer Science - May 2011
Rochester, NY 2006 - 2011

Relevant Courses:

Artificial Intelligence, Calculus, Computer Graphics, Computer Organization, Computer Science, Cryptography, Data Communications & Networks, Discrete Mathematics, Operating Systems, Programming Language Concepts, and Software Engineering

Skills

Computer Languages:

Python, Java, Oracle PSQL, MySQL, PHP, HTML, Javascript, XML, C++, C, Visual Basic, PERL/ CGI, and ASP.

Tools:

IBM RSA, IBM Websphere, Eclipse, Subversion, GIT, AccuRev, SQLDeveloper, XMLSpy

Frameworks:

Web2Py, Turbo Gears, Moksha, CodeIgniter, Twisted, pyGame, JQuery

Work Experience

Verizon Wireless

Developer - Mobile Content Solutions
Warren, NJ July 2011 - Present

The MCS department of Verizon Wireless's primary role is to interface with vendors to provide customers with external content and services. I integrate external API's to provide services for customers and billing information for vendors.

My responsibilities include development, design and maintenance of back end modules for Verizon Wireless billing systems within MCS. I deal with heavy traffic DB queues to process records, parse and generate XML, retrieve and generate information in our database. I also work on a process that generates large XML reports to send to other departments and external vendors containing all the information related to purchases during the report period.

As part of a Vendor Gateway application, I interface external API's with Verizon internal systems. This application deals heavily with XML manipulation and validation against XSD Schemas as well as services defined by WSDL files.

Center for Student Innovation

Student Fellow and Developer

Rochester, NY September 2010 - May 2011

I was the technical fellow for the CSI at Rochester Institute of Technology. My primary role was a developer of a custom social networking system that allows people to connect to people,

project, groups, and ideas. This site utilized the Web2Py framework with a SQLI database, LDAP integration, and heavy use of jquery to bring a collaborative social network focused around sharing and discovering new relationships between people, ideas, projects, activities, and much more.

Golisano Summer Research Program

Research Fellow

Rochester NY, June 2010 - August 2010

Developed, Researched, and Presented a game engine written in python to simplify game prototyping; A basic system to abstract and enhance the event loop of pyGame into a callback system that helps organize prototype quality code. The research was done to help first time game prototypers in the Humanitarian Game Development Class focus of the development of educational games instead of implementation of the core game engine.

NTID/Penn International

Lead Developer

Rochester, NY March 2010 - May 2010

Lead Developer of a prototype Open Video Chat activity for the One Laptop per Child platform. The primary goal of this activity was to obtain an acceptable frame-rate for American Sign Language video communication on the limited hardware the XO laptops provided while utilizing open video formats. I headed a small team of developers to research, test, and implement video chat technologies that could meet our needs.

RIT/Sugarlabs

Developer

Rochester, NY November 2009 - February 2010

I worked on an open source File Share activity and a fourth grade math game for the One Laptop Per Child platform. I worked independently on an activity that allowed users to transfer files between laptops over the telepathy based mesh networks. Upon completing the activity, I joined a struggling group and helped them revitalize the educational math game they were working on.

ITA Software

Operations Programming Intern

Cambridge, MA June 2009 - August 2009

I created and modified tools to be used internally by the development team at ITA Software. Some of my tasks were to enhance plugins for the open source build system we were using and create an application that acted as a remove SVN hook that could be used to help catch errors before it propagated into the integration testing environments without the need to get server admins to continuously update the SVN hooks.

Clubs and Organizations

FOSS @ RIT

Rochester, NY March 2010 - May 2011*

One of the founding members of FOSS@RIT. This is a group of students and faculty at RIT that have created an open and collaborative programming atmosphere with Free and Open Source values. We acted as a support group, mentoring each other and visiting students, hosted all night hackathons, Software freedom day activities, sponsored trips to open source events, and many other activities. Some of my roles included maintaining system infrastructure and our web presence through a Drupal site, community outreach, mentoring, organizing events. I also acted

as a liaison to students, teachers, community, and other classes in various ways including as a Teacher's Assistant for a Humanitarian Open Source Software class at RIT.

Multiple Disciplinary Robotics Club

Rochester, NY September 2006 - November 2009

Wiki Manager for the club's internal website, lead programmer for one of the club's submissions to the Trinity Firefighting Robot Competition in 2007

Awards

Digital Rochester Great Award

Student Achievement 2011

I was recognized for my work with the Open Video Chat activity on the One Laptop Per Child sugar platform