

# Brendan Lewis

101 Bluestone Court, Camden, DE 19934

brendanelewis@gmail.com

## Academics

**Caesar Rodney High School** 2017-2021

- Anticipated Graduation: June 2021
- GPA: 99.72%; Class Rank: 4 / 519
- SAT Score: 1530

## Achievements

- CompTIA A+ Certified 2020
- Honor Roll 2017-2021
- Project for canceled Kent County Science Fair 2020
  - "An Analysis of the Composition of Computer Antivirus Public Databases"
- 2nd Place overall in Kent County Science Fair (qualified for DVSF) 2019
  - "Prototyping a Networked Automated Cat Feeder"
- 3rd Place overall in Kent County Science Fair (qualified for DVSF) 2018
  - "Emotion Recognition APIs: An Examination of Their Effectiveness"
- Member of Second Team All Conference (HS Swim Team) 2019
- All Conference Academic Award (HS Swim Team) 2018-2019

## Coursework

- Online courses through edX:
  - AP Computer Science A: Java Programming (4 part series) – Perdue 2017
- Attended US Cyber Challenge weeklong camp 2019

## Clubs / Activities

- Dover Dolphins YMCA Swim Team 2012-2020
- Caesar Rodney Varsity Swim Team 2017-2021
- Worked under lead IT employee at Caesar Rodney High School 2019-2020
- Member of the Computer Science Club 2017-2020
  - Created the first club website, with a countdown to the next meeting date
- Programmer for Galacticaft "mod" for game Minecraft 2019-2021
- 3D Artist and Programmer for Interstellar Exoplanets "mod" for game Minecraft 2020
- Moderator of Internet community with over 2,000 members 2017-2021

## Community Service

- Helped organize annual SPCA drive through residential neighborhood 2016-2020
- Multiple volunteer services rendered as a member of National Honors Society 2019-2021

## Employment

- 7-week research internship at the Optical Science Center on DSU's campus 2018
  - Machine Learning Classification of Light-Emitting Diodes via Spectroscopy, with Dr. Markushin
- 7-week research internship in Computer Science lab on DSU's Campus 2019
  - A Comparative Examination of Antivirus Protection Strength, with Dr. Kul

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### **Hobbies**

- Programming in Python and Java for multiple projects, including adding new, unofficial content to videogames, writing scripts to automate tasks, and various fun ideas such as a basic voice assistant (his name was Steve) or a talking RC car.
- Swimming at the local YMCA.
- Learning Japanese (日本語) on Duolingo and through self-study.
- Playing "sandbox" games, such as *Minecraft* or *Kerbal Space Program* (the former having no rules as to what the player can or can't do, and the latter being almost entirely a realistic simulation of space travel, but with user-created rockets).
- Making 3D models, and using them in dioramas, short animations, physics simulations, and videogame creation.
- Making videogames, for the purpose of eventually creating one worthy to distribute on digital stores. For this purpose, I learned the basics of *Unreal Engine 4*, *Unity*, and the *Source Engine*, but my primary focus was on the *Godot* game engine because it allows the user to publish games based on it without taking away any royalties from the sale.
- Inserting 2D and 3D special effects into video, using motion tracking.

### **Skills (not listed above)**

- Web design, including HTML and CSS, as well as basic networking concepts.
- Familiarity with Raspberry Pi hardware.
- Built a server to assist with machine learning tasks while working under Dr. Kul.