Owen Szymanski

407-383-8500 | oszymanski@ufl.edu | linkedin.com/in/oszymanski | github.com/OwenS3881 | ocscode.com

EDUCATION

University of Florida　　　　　　　　　　　　　　　　　　　　Gainesville, FL
Bachelor of Science in Computer Science　　　　　　　*Expected Graduation: May 2027*
- University Honors Program
- University Research Scholars Program
- GPA: 4.00/4.00

Lyman High School　　　　　　　　　　　　　　　　　　　　　Longwood, FL
High School Diploma　　　　　　　　　　　　　　　　*August 2020 - May 2024*
- Class Rank: 2/494 (Salutatorian)
- GPA: 4.00/4.00

EXPERIENCE

Software Developer - UTrack　　　　　　　　　　September 2023 – May 2024
Lyman High School　　　　　　　　　　　　　　　　　　　　　*Longwood, FL*
- Skills Used: Unity, C#, Firebase
- Developed a full-stack application to revolutionize school attendance tracking at my high school
- System uses QR codes to allow for students to check in for classes without teachers having to manually check for students
- Worked under the guidance of my teacher mentor and the Assistant Principal and Principal

Software Developer - LymanTSA.org　　　　　　　　June 2022 – June 2024
Lyman High School　　　　　　　　　　　　　　　　　　　　　*Longwood, FL*
- Skills Used: Javascript, HTML, CSS, PHP, SQL
- Developed a full-stack website to strengthen communication for my school's Technology Student Association club
- Members were able to have full and complete access to meeting dates, announcements, and important events all in one place
- Leadership team was able to interface with the database through the website to update any needed information
- Worked under the guidance of my club advisor and collaborated with my fellow club officers to improve the website

PROJECTS

OCSCode.com | *React, Next, Javascript, Python, Django, HTML, CSS*　　　June 2024 – Present
- Developed a full-stack website to showcase my skills and my various projects
- Created the frontend of the website using Next.JS and React.JS to leverage server side rendering and SEO optimization
- Implemented a backend with Django and a Postgres Database to allow for fast and efficient data updates
- Deployed and hosted the project using Vercel

Lost Flame | *Unity, C#*　　　　　　　　　　　　　December 2021 – May 2022
- Designed, developed, and released a commercial mobile game on the App Store and Google Play
- Game environment features a procedurally generated top-down world with a variety of enemies and bosses
- Players take control of a flame character and are able to use on screen joysticks to maneuver and attack foes
- Features an extensive skill tree and level progression system

Fruit Force | *Unity, C#*　　　　　　　　　　　　May 2021 – December 2021
- Designed, developed, and released a commercial mobile game on the App Store and Google Play
- Core game mechanics include using a physics based launcher to both propel the player and attack enemies
- Players must use this unique "shoot-to-move" mechanic to navigate a complex and challenging environment
- Progressing within the world allows players to unlock up to 6 different playable characters

TECHNICAL SKILLS

Languages: Java, Python, C++, C#, SQL (Postgres), JavaScript, HTML, CSS, PHP
Frameworks/Engines/Platforms: React.JS, Next.JS, Django, Unity, Firebase
Developer Tools: Git, VS Code, Visual Studio, PyCharm, Eclipse, Vercel, Krita