# Owen Szymanski

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## EDUCATION

**University of Florida**                                                                 Gainesville, FL
*B.S./M.S. in Computer Science, GPA: 4.0*          *Expected May 2028 (B.S.) | Expected May 2029 (M.S.)*
- Minors: Business Administration, Statistics
- University Honors Program; University Research Scholars Program
- Relevant Coursework: Data Structures & Algorithms, Software Engineering, Linear Algebra, Operating Systems

## EXPERIENCE

**Undergraduate Research Assistant**                                        January 2025 – Present
*Virtual Learning Lab*                                                                    *Gainesville, FL*
- Developed Project FUNLIT: An AI-powered framework to gamify the process of reading education
- Leveraged OpenAI's API to generate personalized stories for young readers
- Discovered new methodologies for enhancing the learning process with 96% relevancy

**Technical Officer**                                                                     January 2025 – Present
*Software Engineering Club*                                                               *Gainesville, FL*
- Executed tasks to contribute to the development of the club's project, Clubfinity
- Implemented features to streamline communication between club administrators, members, and interested students
- Participated in bi-weekly sprint meetings to deliver updates to my team, team lead, and head of product

**Software Engineer Intern**                                                              May 2025 – June 2025
*Safe Cities NPO*                                                                         *Cape Town, South Africa*
- Developed a full stack application for Safe Cities' Permaculture Program to improve the efficiency of the program.
- Impacted 100+ users across the Western Cape, allowing local farmers to efficiently share information
- Overcame cultural barriers to effectively understand and communicate with clients
- Delivered a complete product from start to finish in 5 weeks of development

## PROJECTS

**University of Free Stuff** | *MongoDB, Express, React Native, Javascript*               June 2025 – Present
- Ongoing - Developed a full stack mobile application to allow university students to find events with free giveaways
- Created a social media-style posts feed to allow users to discover the newest and best events
- Implemented a reminder system that allows users to receive push notifications when events are about to begin

**OCSCode.com** | *React, Next, Javascript, Python, Django*                               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

**UTrack** | *Unity, C#, Firebase*                                                        September 2023 – May 2024
- Engineered a full-stack application to revolutionize school attendance tracking at my high school
- Utilized QR codes to allow for students to check in for classes efficiently
- Worked under the guidance of my teacher mentor, the Assistant Principal, and the Principal

**Fruit Force** | *Unity, C#*                                                            May 2021 – December 2021
- Designed, developed, and released a commercial mobile game on the App Store and Google Play
- Reached an audience with over 350+ downloads and 34K+ impressions
- Implemented a physics-based launcher to both propel the player and attack enemies
- Leveraged a unique "shoot-to-move" mechanic to navigate a complex and challenging environment

## TECHNICAL SKILLS

**Languages**: Java, Python, C++, C#, SQL, JavaScript, HTML, CSS, PHP, ARM
**Frameworks/Platforms**: React, React Native, Next, Express, Django, Flask, Unity, Firebase, Postgres, MongoDB
**Developer Tools**: Git (Github, Gitlab) VS Code, Visual Studio, PyCharm, Eclipse, Vercel, Krita, Figma