

# Owen Szymanski

407-383-8500 | [oszymanski@ufl.edu](mailto:oszymanski@ufl.edu) | [linkedin.com/in/oszymanski](https://www.linkedin.com/in/oszymanski) | [github.com/OwenS3881](https://github.com/OwenS3881) | [ocscode.com](https://ocscode.com)

## EDUCATION

### University of Florida

Gainesville, FL

*Bachelor of Science in Computer Science, GPA: 4.0/4.0*

*Expected Graduation: May 2028*

- University Honors Program, University Research Scholars Program
- Relevant Coursework: Data Structures and Algorithms, Applied Software Engineering, Linear Algebra

## EXPERIENCE

### Undergraduate Research Assistant

January 2025 – Present

*Virtual Learning Lab*

*Gainesville, FL*

- Skills Used: React, JavaScript, Python, Flask
- Developed Project FUNLIT: An AI-powered platform to gamify the process of teaching grade school-aged kids how to read
- 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*

- Skills Used: React, React Native, Express, JavaScript, MongoDB
- 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*

- Skills Used: React Native, Express, JavaScript, MongoDB
- Developed a full stack application for Safe Cities' Permaculture Program to help improve the efficiency of their program.
- Impacted 100+ users across the Western Cape
- Overcame cultural barriers to effectively understand and communicate with clients
- Delivered a complete product from start to finish in 5 weeks of development

## 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

### UTrack | Unity, C#, Firebase

September 2023 – May 2024

- 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

### 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, JavaScript, HTML, CSS, PHP, ARM

**Frameworks/Engines/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