

Owen Szymanski

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EDUCATION

University of Florida

Bachelor of Science in Computer Science

- University Honors Program
- University Research Scholars Program
- GPA: 4.00/4.00

Gainesville, FL

Expected Graduation: May 2028

EXPERIENCE

Undergraduate Researcher - Virtual Learning Lab

University of Florida

- Skills Used: React, JavaScript, Python, Flask
- Collaborated with fellow researchers to develop a framework for gamification in education
- Implemented AI powered solutions to expand upon an existing research project
- Delivered monthly sprint updates in accordance with the Agile development framework

January 2025 – Present

Gainesville, FL

Technical Officer - Software Engineering Club

University of Florida

- 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

January 2025 – Present

Gainesville, FL

PROJECTS

UTrack | *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

September 2023 – May 2024

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

- 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

June 2024 – Present

LymanTSA.org | *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

June 2022 – June 2024

Fruit Force | *Unity, C#*

- 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

May 2021 – December 2021

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