

Owen Szymanski

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EDUCATION

University of Florida

Gainesville, FL

Combined B.S./M.S. in Computer Science, GPA: 4.0

Expected Graduation: May 2027

- Minors: Statistics, Business Administration
- University Honors Program; University Research Scholars Program
- Relevant Coursework: Data Structures & Algorithms, Software Engineering, ML & Deep Neural Networks

EXPERIENCE

Sports Analytics Research Assistant

January 2026 – Present

Sports Analytics Lab

Gainesville, FL

- Collaborated directly with the UF gymnastics team coaches to develop **actionable insights** for the team
- Analyzed film from meets using **computer vision** and **machine learning** to measure performance
- Collected and cleaned data from physical judge scoring sheets to allow for data analysis of scores

Lead Developer

December 2025 – Present

Zavli

West Hollywood, CA

- Created the MVP for Zavli, an **AI-powered education technology application**
- Integrated LLMs to create personalized learning environments for each user
- Designed a **sustainable system architecture** using React Native, Express, and MongoDB

AI 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 UF's supercomputer HiPerGator to generate personalized stories for children using Flask and React
- Discovered new methodologies for enhancing the learning process with **96% relevancy**
- Mentored a team of young researchers to develop their own project on measuring creativity

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 using React Native, Express, and MongoDB.
- 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 using the agile framework

PROJECTS

University of Free Stuff | *MongoDB, Express, React Native, JavaScript*

June 2025 – Present

- 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 utilizes CRON jobs to allow users to receive push notifications when events are about to begin

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 by syncing attendance data with **Firebase**
- 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 **350+ downloads and 34K+ impressions**
- Implemented a physics-based launcher to propel the player and attack enemies in a complex and challenging world

TECHNICAL SKILLS

Languages: JavaScript, Python, C#, C++, HTML, CSS, Java, PHP, SQL, ARM

Frameworks: React, React Native, Next, Express, MongoDB, Flask, Unity, Firebase, Numpy, Django, Pandas

Developer Tools: Git (Github, Gitlab), VS Code, Visual Studio, Vercel, Krita, Figma, Jira, Linux CLI