

# Owen Adrian

Software engineer with 7 years of experience delivering reliable, scalable, and secure web solutions. Adaptive problem solver thrives in dynamic environments, collaborating closely with teams to tackle challenges head-on and hands-on.

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## Skills

- **Languages:** C#, Ruby, Python, JavaScript, HTML/CSS, Bash
- **Frameworks:** React, Bootstrap, Ruby on Rails, ASP.NET Core
- **Databases:** PostgreSQL, SQLite, MongoDB
- **Tools:** Git, Linux, Docker, Azure (App Service, Kubernetes)

## Experience

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|--|---------------------|---------------------|
| <b>Software Consultant</b>   | (Freelance)         | Jul 2023 - Present  |
| <ul style="list-style-type: none"><li>- Developed an AI video generator by developing an LLM agent in C# that controlled a virtual scene made with Unity.</li></ul>  |                     |                     |
| <b>Senior Software Engineer</b>  | Unity Technologies  | Mar 2021 - Jun 2023 |
| <ul style="list-style-type: none"><li>- Built a dashboard with React and ASP.NET Core for integrating and caching third-party data from Autodesk Construction Cloud, Procore, and VisualLive.</li><li>- Developed a streaming server in Python that used UDP to send fragments of a memory-mapped 3D model to a viewer, reducing buffer times by minutes.</li><li>- Deployed a Ruby on Rails monolith with Docker and documented deployment steps to support on-premise clients.</li></ul> |                     |                     |
| <b>Director of Web</b>   | VisualLive          | Mar 2020 - Jun 2021 |
| <ul style="list-style-type: none"><li>- Maintained a Ruby on Rails codebase and managed resources on Azure that powered a global leader in 3D visualization and collaboration of the AEC space.</li><li>- Provided subject-matter expertise and developed custom implementations for clients, and CRM and Salesforce integrations for marketing and sales teams.</li><li>- Refactored application monolith and front-end, reducing response times by 40%.</li></ul>                        |                     |                     |
| <b>Web Developer, Founder</b>  | Order Coffee Online | May 2018 - Mar 2020 |
| <ul style="list-style-type: none"><li>- Developed an online ordering system in Ruby on Rails that processed over \$500,000 in sales from 3 cafes and made the mornings of over 3,000 customers.</li><li>- Led every stage of SDLC from conceptualization to commercialization, refined project goals with product feedback, and developed marketing strategies.</li></ul>  |                     |                     |
| <b>Web Developer Intern</b>  | Packet Layer        | Sep 2017 - Apr 2018 |
| <ul style="list-style-type: none"><li>- Designed the login page for a document portal in PHP and HTML.</li><li>- Assisted supervisors in mentoring co-interns.</li></ul>   |                     |                     |