

Owen Adrian

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Dynamic Software Engineer with over 7 years of experience developing scalable, production-ready web applications. Adept in C#, Ruby, JavaScript, and cloud infrastructure management, seeking to leverage expertise to innovate and lead transformative projects in cutting-edge tech environments.

Experience

Lead Software Engineer, Syntreno

Santa Monica, CA (Remote)

Aug 2023 - June 2024

- Developed a Unity WebGL app with OpenAI integration in C# for interactive web-based training.
- Developed fast document search API in Ruby with pgvector, reducing retrieval times by 40%.

Senior Software Engineer, Unity Technologies

San Francisco, CA (Remote)

Mar 2021 - May 2023

- Implemented SSO and data importation from Autodesk and Procore into Unity Reflect, a React app with an ASP.NET backend, ensuring seamless functionality for enterprise customers.
- Optimized polygon streaming by replacing gRPC with WebSocket, providing a more performant solution for Unity Reflect that is compatible with UWP devices such as the Microsoft HoloLens.
- Containerized application stack for on-premise deployment with Docker for the U.S. Army Corps of Engineers in reconstructing Tyndall Air Force Base, improving efficiency and reliability.

Senior Software Engineer, VisualLive

Tempe, AZ

Mar 2020 - Mar 2021

- Managed Ruby on Rails codebase and Azure cloud infrastructure, resolved technical debt and N+1 queries, and improved response times by 67%, exceeding SLAs with 99.8% uptime.
- Developed a microservice in Ruby and Sinatra for converting user-uploaded BIM/CAD files, reducing processing time by 80% and saving over 100 hours of additional processing time monthly.

Software Consultant, Hammerhand Coffee

Liberty, MO

Sept 2017 - Apr 2020

- Developed a coffee ordering app in Ruby on Rails that generated \$3M in revenue.
- Developed an application in Java that used OCR to autofill spreadsheets 76% faster than by hand.
- Developed a recommendation system in Python, increasing user engagement by 38%.
- Awarded Liberty Area CoC 20under20 Innovator for innovative problem-solving.

Web Developer, Intern, Packet Layer

Kansas City, KS

Aug 2017 - Dec 2017

- Developed integration tests in Postman for an internal web application.

Skills

Languages: Ruby, C#, TypeScript, JavaScript, Python, HTML, CSS

Frameworks: Ruby on Rails, React, Node, Unity, ASP.NET, FastAPI

Databases: PostgreSQL, MongoDB, SQLite

Tools: Git, Linux, Docker, Heroku, Azure, AWS, Bash