

# Owen Adrian

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Accomplished 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

Aug 2023 - Present

Santa Monica, CA (Remote)

- 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

VisualLive + Unity Technologies

Mar 2020 - May 2023

Tempe, AZ

- 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.
- 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.

### Software Consultant

Freelancing

Sept 2017 - Apr 2020

Liberty, MO

- Developed a coffee ordering app in Ruby on Rails for 13K users, generating \$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

Aug 2017 - Dec 2017

Kansas City, KS

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

## Skills

**Languages:** Ruby, C#, TypeScript, JavaScript, Python, HTML, CSS, SQL, Bash

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

**Technologies:** Git, Linux, Docker, Heroku, Azure, AWS, PostgreSQL, MongoDB

## Education

Northland CAPS

Kansas City, MO

May 2018