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

**Software Engineer** Aug 2023 - June 2024

Syntreno 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%.

**Software Engineer** Mar 2020 - May 2023

VisualLive + Unity Technologies 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.
* 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.
* 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.

**Software Consultant** Sept 2017 - Apr 2020

Freelancing 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** Aug 2017 - Dec 2017

Packet Layer 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,** Technical Apprenticeship May 2018