

Cody Owens

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WORK EXPERIENCE

General Motors

Nov. 2023 – Present

Software Engineer

Austin, TX

- Developed database migration application serving 70+ different teams within General Motors
 - **Reduced development spend:** automated migration tool saved 100s of development hours for 70+ teams
- Work with Core Extended Reality team implementing features for AR/VR collaborative design tool
 - **Cross team collaboration:** Reduced backlog for separate team while maintaining day-to-day responsibilities
- Full stack development for many different types of applications
- Collaborated with cross-functional teams to gather requirements and deliver high-quality solutions
- Experience with Angular frontend, Java backend, Unreal Engine for extended reality

General Motors

Mar. 2021 – Nov. 2023

Software Development Engineer in Test

Austin, TX

- Developed and maintained automated test suites for global customer identity platform frontend and backend
 - **Production Quality:** provided testing and QA sign off for monthly production deployments
- Implemented Cucumber to widen informational scope of test suite to non-technical team members
- Automated UI testing with Selenium
- Conducted code reviews and provided constructive feedback to team members to improve code quality

EDUCATION

Southern New Hampshire University

Dec, 2019

BS, Game Programming and Development

Manchester, NH

- **GPA:** 3.7 avg

SKILLS & INTERESTS

- **Skills:** Full-stack development, Cross-Team Collaboration, ability to adapt and learn new projects quickly, frequent context swapping
- **Interests:** gaming; foodie; competition reality television; comedy