

Owen Boseley

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EDUCATION

University of Washington

BSc in Computer Science, Math Minor – GPA: 3.99

Seattle, WA

Sep. 2022 – Expected Jun. 2025

EXPERIENCE

Incoming Software Engineer Intern

Capital One

June 2024 - August 2024

Richmond, VA

CSE Teaching Assistant

Paul G. Allen School of Computer Science

April 2023 - Present

Seattle, WA

- Taught students in introductory programming and discrete math courses
- Led sections of 30 students to communicate new material and answer questions

Tech Department Intern

Charles Wright Academy

Nov. 2020 – Mar. 2021

Tacoma, WA

- Developed a Google spreadsheet application to assist HR department with onboarding and offboarding employees
- Met regularly with an advisor to go over my work and assess changes
- Learned Google's App Script and spreadsheet formulas
- Strategized building efficient algorithms for storing and accessing data

Head of Programming Department

Charles Wright Academy

Oct. 2017 – Mar. 2021

Tacoma, WA

- Competed in the First Tech Challenge robotics competition each year
- In charge of developing integral systems of the robot such as vision, movement, and the team's backend libraries using Java
- Held seminars at the beginning of each season to teach younger programmers the basics of Java and FTC programming
- Wrote a manual on every aspect of FTC programming for future team members to reference
- Nominated for the FTC Dean's List Award, representing members that have contributed significantly to their community

PROJECTS

Cornbear - Autograding Assistant | Java, JSON, WebAPIs

June. 2023

- Leading a team of TAs in developing a grading tool for the introductory programming classes to reduce grading time by up to 50%
- Researched and programmed pulling from the ED API to download and grade submissions
- Developed static analysis tools for effective managing and linting student submissions
- Planning to meet with professors in research on static analysis to further optimize and improve our platform

OptimizedFTC | Java, Kotlin, Git

Sep. 2019 – Mar. 2021

- Developed an open-source library in Java for robotics teams to help aid development each year
- Built an API for combining FTC libraries such as the motion profiling library RoadRunner
- Contributed 98% of code written (25K+ lines of code)
- Developed novel tools such as a vision detection builder and virtual controllers for use in competition

TECHNICAL SKILLS

Languages: Java, JavaScript/Typescript, C/C++, HTML/CSS

Frameworks: React, Node.js, Redux, Unity Engine

Developer Tools: Git, VS Code, Visual Studio, PyCharm, IntelliJ, Eclipse, CLion

Libraries: RoadRunner, EasyOpenCV, DiscordAPI