# Owen Boseley

Paul G. Allen School Student | 253-509-3895 |  $\underline{\text{nulltm@uw.edu}}$  |  $\underline{\text{linkedin.com/in/owen-boseley}}$  |  $\underline{\text{github.com/NULLtm}}$  My Portfolio

#### EDUCATION

#### University of Washington

Seattle, WA

BSc in Computer Science, Math Minor - GPA: 3.99

Sep. 2022 - Expected Jun. 2025

McGill University

Montreal, QC

BSc in Math and Computer Science - GPA: 4.0

Aug. 2021 - May 2022

#### EXPERIENCE

# CSE123 Teaching Assistant

Started April. 2023

Paul G. Allen School of Computer Science

Seattle, WA

- $\bullet\,$  Teach and guide a classroom of 20 students twice a week on lecture content
- Grade weekly assignments and resubmissions of students' work
- Attend weekly staff meetings to discuss section material and the schedule for the week
- Answer student questions in in-person office hours for two hours each week
- Proctor student exams and quizzes throughout the quarter

# Tech Department Intern

Nov. 2020 - Mar. 2021

Charles Wright Academy

Tacoma, WA

- Developed a spreadsheet application to assist HR department with new and leaving hires
- Met regularly with 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**

Oct. 2017 – Mar. 2021

Charles Wright Academy

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 API 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

# Worldle Helper | HTML, CSS, Javascript, Git

Feb. 2022

- Developed a Chrome extension to help people play Wordle during the McHacks hackathon
- Researched and programmed front end design and scraping of Wordle data to be processed
- Collaborated to develop the core algorithm which processed the data and suggested letters for the player
- Presented to a judging panel about the goals and inner workings of the project

#### OptimizedFTC | Java, Kotlin, Git

Sep. 2019 – Mar. 2021

- Developed an open source quickstart project for use in FTC Programming
- 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