
Owen Senowitz

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Education

EAST CAROLINA UNIVERSITY

M.S. Computer Science

B.S. Computer Science

Greenville, NC

Dec 2025

May 2023

Experience

Lowe's

Software Engineer

Charlotte, NC

June 2023 – Present

- Actively involved in the development of a new API designed to capture and manage home project leads from customers.
- Contributing to the implementation of advanced features in the API, such as sophisticated lead tracking, detailed customer interaction metrics, and an efficient lead management system.
- Utilizing a comprehensive tech stack including Java Spring Boot, Kafka, Couchbase, and PostgreSQL, focusing on enhancing scalability and efficiency to handle diverse customer inquiries.
- Engaging in an agile workflow, in scrum meetings with a focus on collaborative problem-solving and contributing to the strategic planning of the project.
- Engaging in continuous learning and applying emerging technologies to ensure that our APIs remain cutting-edge, thereby maintaining Lowe's as a leader in customer service technology.

Lowe's

Software Engineer Intern

Charlotte, NC

May 2022 – August 2022

- Worked on an API that handled 600+ million API requests per day.
- As an intern on the API team at Lowe's, I played a critical role in ensuring that our customers received accurate pricing information.
- My responsibilities included using Java Spring Boot, Kafka, Couchbase, and PostgreSQL to handle the high volume of API requests we received on a daily basis.
- I was part of a team that used an agile methodology, specifically scrum, with daily standups to discuss progress and identify any blockers.
- Through my work on this project, I gained valuable experience in developing and managing APIs, as well as working with databases and other technologies.

East Carolina University

Software Engineer

Greenville, NC

September 2021 – December 2022

- As an Assistant Software Engineer at East Carolina University, I worked on developing Identity Server 4 applications using SQL, C#, and Blazor.
- These applications included small modules for students to work on activities that handled all its login authentication from one Identity Server.
- I was part of a team that used an agile methodology, specifically scrum, with daily standups to discuss progress and identify any blockers.

Arma 3 Altis Life Server

Owner

Cary, NC

September 2014 – January 2016

- I was responsible for managing and maintaining a community of over 100 concurrent players. This included writing SQF scripts to enhance the gameplay experience and working closely with administrators and moderators to troubleshoot any server issues.
- I utilized Amazon Web Services (AWS) EC2 instances to host the game server and AWS MySQL databases to manage player data and donations. This allowed me to provide a stable and reliable environment for my players to enjoy the game.

Front End: HTML, CSS, JavaScript, SCSS, React, Bootstrap

Back End: Java, Python, C#, C++, Go, SQL, MySQL, PostgreSQL, Couchbase, MongoDB, Kafka

Language: English