Owen Senowitz

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Education

EAST CAROLINA UNIVERSITY   Greenville, NC
M.S. Computer Science   Dec 2025
B.S. Computer Science   May 2023

Experience

Lowe's   Charlotte, NC
Software Engineer   June 2023 – Present
- Designed and enhanced RESTful APIs for managing customer home project leads, improving lead tracking and customer engagement metrics.
- Integrated advanced features such as lead routing and time slot scheduling using **C# .NET Core**, **Java Spring Boot**, **Kafka**, **MongoDB**, and **PostgreSQL**.
- Optimized API performance for scalability, ensuring high availability and low latency for diverse customer interactions.
- Actively participated in agile methodologies, including sprint planning and daily scrums, contributing to team productivity and project success.
- Monitored and improved performance using **k6**, **Grafana,** and **Elasticsearch** to diagnose and resolve system bottlenecks.

Lowe's   Charlotte, NC
Software Engineer Intern   May 2022 – August 2022
- Developed and maintained APIs handling over **600 million daily requests** to deliver accurate pricing information.
- Utilized **C# .NET Core**, **Java Spring Boot**, **Kafka**, **Couchbase**, and **PostgreSQL** to ensure efficient data handling and reliable API performance.
- Collaborated in an agile scrum team, actively participating in daily standups and resolving technical blockers.
- Gained hands-on experience in API development, high-throughput system management, and data integration.

College Of Nursing, East Carolina University   Greenville, NC
Assistant Software Engineer   September 2021 – December 2022
- Built and maintained **Identity Server** applications using **SQL**, **C#**, and **Blazor**, streamlining student login authentication processes.
- Developed modular medical simulation for student activities while ensuring seamless integration with a centralized authentication server.
- Worked in an agile scrum environment, participating in daily standups and team collaboration to resolve development challenges.

Arma 3 Altis Life Server   Cary, NC
Owner   September 2014 – January 2016
- Managed a gaming community of 100+ concurrent players, ensuring server reliability and an engaging player experience.
- Created **SQF scripts** to enhance gameplay functionality and improve server operations.
- Deployed and maintained servers using **AWS EC2** and **AWS MySQL**, optimizing performance for high availability.

Front End: HTML, CSS, JavaScript, SCSS, React, Bootstrap
Back End: Java, Python, C#, C++, SQL, MySQL, PostgreSQL, MongoDB, Kafka, Grafana, Elasticsearch