Owen Senowitz

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Portfolio: owen-senowitz.com • Github: github.com/owen-senowitz

Education

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

Experience

Lowe's   Charlotte, NC
Software Engineer Intern   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.

ECU College Of Nursing   Greenville, NC
Assistant Software Engineer   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.

Chick-Fil-A   Cary, NC
Team Member   May 2018 – July 2019
- I was responsible for providing excellent customer service as a frontline cashier. This included accurately ringing up customer orders on our POS system and assisting with any questions or concerns.
- I also had the opportunity to work in the kitchen preparing food for customers. This included following recipes and food safety guidelines to ensure that each order was prepared to the highest standards.
- As a leader on the team, I also played a role in training new employees and helping them to become confident and competent in their roles. This included providing guidance and support, as well as ensuring that they were familiar with our policies and procedures.

Arma 3 Altis Life Server   Cary, NC
Owner   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.
- I gained experience with server management and administration, as well as scripting and AWS technologies. I also developed strong problem-solving and communication skills, as I worked closely with others to ensure the smooth operation of the server.
- This position allowed me to combine my passion for gaming with technical skills and leadership experience.

Projects

Springboot Student API:
- Developed a RESTful API in Java using Spring Boot that manages student data. This project demonstrates the use of various HTTP methods (GET, POST, PUT, DELETE) to create, read, update, and delete student information.
- Implemented CRUD operations for student data. The data model for a student includes unique student number, user name, password, email, first name, last name, date of birth, and a list of courses.
- Applied best practices in handling errors and exceptions, ensuring reliable and robust service performance under various conditions.
- Integrated Swagger for API documentation, facilitating easy understanding and usage for other developers.

Cruise Price Checker:
- Developed a Python application that automates the process of checking cruise prices from the Royal Caribbean website.
- Utilized web scraping libraries like BeautifulSoup and Selenium to parse the website and extract the required price information.
- Integrated Twilio API to send an SMS alert with the current price, allowing for real-time updates without manual checking.
- Implemented the application to run in headless mode, enabling it to function without opening a browser, thus increasing efficiency.

React Portfolio Website:
- Developed a personal portfolio website using React to showcase my skills and projects. The project is live at www.owen-senowitz.com
- Utilized development tools like npm for starting the app in development mode, launching the test runner in interactive watch mode, and building the app for production.
- Implemented features like code splitting, analyzing the bundle size, and making a Progressive Web App, enhancing the performance and user experience of the website.
- Leveraged the npm run build command to correctly bundle React in production mode and optimize the build for the best performance. The build was minified and the filenames include the hashes for deployment readiness.

Card Deck in Java:
- Developed a Card Deck application in Java which simulates a deck of playing cards.
- Implemented classes to represent individual cards, each with a suit and rank, and a deck, which contains all the cards.
- Provided functionality to create a new deck, shuffle the deck, and sort the deck based on card values.
- Used object-oriented programming principles such as encapsulation and inheritance to structure the application.

Weather App: Built a simple weather app that uses Google API for autocomplete functionality in the search box and OpenWeatherMap API for retrieving weather information. This project deepened my understanding of APIs and JavaScript. github.com/Owen-Senowitz/Weather-App

Front End: HTML, CSS, JavaScript, SCSS, React, Bootstrap
Back End: Java, Python, C#, C++, Go, SQL, MySQL, PostgreSQL, Couchbase, MongoDB, Kafka
Language: English