

Owen Szymanski

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EDUCATION

University of Florida

Bachelor of Science in Computer Science

- University Honors Program
- University Research Scholars Program
- GPA: 4.00/4.00

Gainesville, FL

Expected Graduation: May 2027

Lyman High School

High School Diploma

- Class Rank: 2/500
- GPA: 4.703 Weighted

Longwood, FL

August 2020 - May 2024

PROJECTS AND EXPERIENCE

OCSCode.com | *React, Next, Javascript, Python, Django, HTML, CSS*

June 2024 – Present

- Developed a full-stack website to showcase my skills and my various projects
- Created the frontend of the website using Next.JS and React.JS to leverage server side rendering and SEO optimization
- Implemented a backend with Django and a Postgres Database to allow for fast and efficient data updates
- Deployed and hosted the project using Vercel

UTrack | *Unity, C#, Firebase*

September 2023 – May 2024

- Developed a full-stack application to revolutionize school attendance tracking
- System uses QR codes to allow for students to check in for classes without teachers having to manually check for students
- Developed using Unity to ensure seamless cross-platform support for web, iOS, and Android

LymanTSA.org | *Javascript, HTML, CSS, PHP, SQL*

June 2022 – June 2024

- Developed a full-stack website to strengthen communication for my school's Technology Student Association club
- Members were able to have full and complete access to meeting dates, announcements, and important events all in one place
- Prospective members could join right from the website and current members could register for their events on the website
- Leadership team was able to interface with the database through the website to update any needed information

Lost Flame | *Unity, C#*

December 2021 – May 2022

- Designed, developed, and released a commercial mobile game on the App Store and Google Play
- Game environment features a procedurally generated top-down world with a variety of enemies and bosses
- Players take control of a flame character and are able to use on screen joysticks to maneuver and attack foes
- Features an extensive skill tree and level progression system

Fruit Force | *Unity, C#*

May 2021 – December 2021

- Designed, developed, and released a commercial mobile game on the App Store and Google Play
- Core game mechanics include using a physics based launcher to both propel the player and attack enemies
- Players must use this unique "shoot-to-move" mechanic to navigate a complex and challenging environment
- Progressing within the world allows players to unlock up to 6 different playable characters

TECHNICAL SKILLS

Languages: Java, Python, C++, C#, SQL (Postgres), JavaScript, HTML, CSS, PHP

Frameworks/Engines/Platforms: React.JS, Next.JS, Django, Unity, Firebase

Developer Tools: Git, VS Code, Visual Studio, PyCharm, Eclipse, Vercel, Krita