

Owen Sheed

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EDUCATION

Elon University

Bachelor of Science in Computer Science, Minor in Data Analytics

Elon, NC

Aug. 2020 – May 2025

EXPERIENCE

Software Development Intern

June 2023 – Present

Equiniti Trust Company

New York, NY

- Developed a REST API in ASP.NET Core for user data, integrating JWT authentication, log4net logging, and async endpoints; stress-tested using a multithreaded Python script.
- Constructed a tool that parsed log files to produce detailed Excel reports, with features like error-specific reporting and SMTP-driven email delivery
- Acquired in-depth proficiency in C# and .NET, focusing on advanced features like lambda expressions, asynchronous functions, and secure data handling techniques
- Strengthened abilities in effective communication, rapid learning, and problem-solving, coupled with insights into the financial domain, particularly regarding funds and transfer agents

Project Manager

March 2022 – July 2022

EJB Investments

Miami, FL

- Played a pivotal role in the successful release of a combined art and utility NFT collection, securing a 5-minute sellout, 30 ETH in volume, and 1.2k verified holders.
- Conducted comprehensive investment analyses, fostering relationships with potential investors, thereby facilitating funding for multiple investment ventures
- Personally designed and built high-performance computers tailored for demanding applications, resulting in over a 151% speed enhancement, accelerating mission-critical processes.
- Oversaw a marketing team that grew a Twitter audience to 70k followers. Led an NFT sticker campaign, distributing branded stickers to ambassadors in major cities, sparking widespread social media engagement.

PROJECTS

Open Data Service | *Go, Chi Router, PostgreSQL, Logrus*

June 2020 – Present

- Backend development for service, focusing on the “Applications” module, leveraging the Chi router and PostgreSQL for efficient data handling.
- Designed key CRUD operations for user applications, from registration to revocation.
- Enhanced error handling and logging using the Logrus library, ensuring system resilience and ease of debugging
- Employed the Mockery library for rigorous testing, ensuring code reliability and robustness

Simple Paintball | *Spigot API, Java, Maven, TravisCI, Git*

May 2018 – May 2020

- Developed a Minecraft server plugin to entertain kids during free time for a previous job
- Published plugin to websites gaining 2K+ downloads and an average 4.5/5-star review
- Implemented continuous delivery using TravisCI to build the plugin upon new a release
- Collaborated with Minecraft server administrators to suggest features and get feedback about the plugin

TECHNICAL SKILLS

Languages: Java, Python, C/C++, SQL (Postgres), JavaScript, HTML/CSS, R

Frameworks: React, Node.js, Flask, JUnit, WordPress, Material-UI, FastAPI

Developer Tools: Git, Docker, TravisCI, Google Cloud Platform, VS Code, Visual Studio, PyCharm, IntelliJ, Eclipse

Libraries: pandas, NumPy, Matplotlib