

Owen Sanders

Software Engineer

New York, NY

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Please request a reference sheet via email.

Qualifications

Skilled in Python, Java, C, C++, SQL (MySQL and PostgreSQL), JavaScript, HTML5 and CSS. Experience in object oriented programming, data analytics, and computer graphics. Experience using Windows, MacOS and multiple GNU + Linux distributions. Passion for social justice, politics and computer ethics.

Projects

My capstone, FoodFriend: A Slack bot for restaurant inquiries. Written in Python and hosted using AWS Lambda. Uses POS tagging to decode messages and find relevant reviews and create subscores. Session data and restaurant reviews are cached in Redis.

Poncho's data dashboard. Data is pulled daily and stored in Postgres. The dashboard that retrieves the data is written in React using D3. I wrote all of the back-end code that interfaces with the database, all of the networking code for the dashboard and some of the graphs. Has an accompanying slack bot.

A full FAT12 filesystem for my OS Architecture class. Made in C. Implemented necessary Bourne Shell functions: cd, pwd, cat, mkdir, ls and, most importantly, sl.

NHTSA complaints text mining project for my data analytics class. Made in Python using ipynb. Used sentiment analysis (VADER) to grade accident severity. Foretold recalls.

A procedural rock generator for Unity. Made in C#. Features rocks made using Perlin noise, as well as my own special sauce.

Experience

Engineering Intern, Poncho, New York, New York — Summer 2017

Created a data pipeline. Added new features to the RESTful API (Python).

Created an interactive data dashboard in React.

Reference: Greg Leuch

Shift Leader, Uncommon Grounds, Burlington, VT — July 2015-present

Directing staff in a fast paced, high volume, third wave coffee shop.

Knowledgeable about brewing processes, espresso extraction, coffee regions and varieties.

Reference: Brenda Vincen

Sound Engineer, JP3 Productions, Nantucket, MA — Summer 2014, 2015 and 2016

Audio Engineering for the Nantucket Film Festival.

Managing venues, working directly with filmmakers and festival coordinators.

Education

Champlain College, Burlington VT

Bachelor of Science Degree. Computer Science and Innovation.

Specialization in Software Engineering. Minor in Game Programming.

3.56 Cumulative GPA.

Graduated Cum Laude - May 2018