London Bowen

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EDUCATION

Bachelor of Science in Computer Science   08/2019 – 05/2023
West Virginia University   Morgantown, WV
- Cum Laude with minor in History (GPA: 3.42)
- President of the WVU Game Developers Club and Member of the Kombucha Club

PROJECTS

uMuse
(TypeScript, HTML, CSS, ReactJS, Redux, NodeJS, Supabase, PostgreSQL)
- Designed and developed a multifaceted fullstack music application inspired by Spotify, enabling real-time music streaming.
- Integrated a relational database (Supabse) in PostgreSQL, optimizing data retrieval and file storage.
- Built from the ground up with custom CSS to deliver a seamless user experience that works on desktop and mobile devices.
- Implemented an in-app ticketing system for user issues and reporting.

Trepidation
(C#, Unity, FacePunch)
- Designed and oversaw development on an asymmetrical multiplayer horror game in Unity using C#.
- Contributions as lead programmer include multiplayer networking, menu programming, and the game's functionality.
- Other contributions are the enemy design, level design, main menu, settings menu, various models, and music.

WV State Museum Application
(C#, Unity)
- Collaborated with the WV state museum to make the application more user-friendly and interactive as my capstone.
- Envisioned and planned the application's new direction as well as segmented tasks for individuals.
- Programmed the jigsaw puzzle game and advised members learning Unity and C#.

RooMee
(TypeScript, HTML, CSS, Angular, NodeJS, Firebase, Bootstrap, NoSQL)
- Led a team to create a roommate finder app in the style of modern dating apps.
- Maintained group workflow and ensured deadlines were met using an agile methodologies such as Scrum and Kanban.
- Developed the login/registration system along with general functionality and implemented a NoSQL REST API.

Minecraft Database
(Python, Tkinter, Oracle Database, Oracle SQL)
- An application to view the data of different Minecraft blocks and items and their relations to one another using a relational database.
- Led planning and development of the application's infrastructure in a group of 5 others.
- Specifically worked on app structure, database implementation, UI functionality, and different queries.

PROFESSIONAL EXPERIENCE

Info Tech Support I   07/2023 – Present
Marshall Health   Huntington, WV
- Provide direct and remote computer/software support to nurses and doctors for numerous offices and locations.
- Act as team leader and driving force to solve system-wide issues.
- Troubleshoot EHR software such as Cerner. Submit and handle tickets inside of ServiceNow.

Software Engineer Intern   05/2022 – 08/2022
Collimation   Remote
- Created new mixed reality experiences for users in AltspaceVR.
- Used Unity and Unreal to build out social spaces. This included social spaces and cosmetics.

SKILLS

Programming Languages
Java, C#, C, C++, Python, PostgreSQL, Oracle SQL, TypeScript, JavaScript, HTML, and CSS

Tools & Frameworks
Git, GitHub, JUnit, Unity, Unreal Engine, Firebase, React, Supabase, Angular, NodeJS, TensorFlow, NumPy, and Matplotlib