

# Owen Jow

2533 Hillegass Avenue, Berkeley CA 94704 | (650) 288-8553

Email: [owenjow@berkeley.edu](mailto:owenjow@berkeley.edu) | Website: [owenjow.xyz](http://owenjow.xyz) | GitHub: [github.com/ohjay](https://github.com/ohjay)

## Education

University of California, Berkeley

2014—

Sophomore pursuing a bachelor's degree in computer science. Expected to graduate in 2018.

**Awards and Honors:** Edward Frank Kraft Award for Freshmen, Dean's Honors (Fall 2014 - Spring 2015)

**Organizations:** Upsilon Pi Epsilon (UCB's computer science honors fraternity) – part of the web development committee within UPE

**Relevant Courses:** Ruby on Rails (CS 198), The Internet: Architecture and Protocols (CS 168), Database Systems (CS 186), Discrete Math and Probability Theory (CS 70), 3D Modeling & Animation (CS 98), UNIX for Programmers (CS 9E), Machine Structures (CS 61C), Data Structures (CS 61B), Linear Algebra and Differential Equations (Math 54), Structure and Interpretation of Computer Programs (CS 61A)

**GPA:** 3.9

## Experience

Backend Engineer [ASUC Office of the CTO]

2015 –

Performed load testing, fine-tuned search UX, and contributed to general backend bug fixes as part of the Berkeleytime team [[www.berkeleytime.com](http://www.berkeleytime.com)]. (In progress.)

Group Tutor/Reader [UC Berkeley EECS Department]

2015 –

Worked as a group tutor/reader for Berkeley's CS 61A class. Taught weekly small-group sections, hosted extra office hours, and graded students' work for composition and correctness. (In progress.)

Computer Science Academic Intern

2015 –

Assisted in laboratory sections for computer science classes (CS 61A and CS 61C) at Berkeley, helping students debug their programs and checking off solutions for credit. (In progress.)

## Highlighted Projects

**SWA (Starts With A)** – an Android application that identifies nouns based on starting letter and associated words; **Hacker Headlines** – a Chrome extension that filters Hacker News and provides alerts for highly-rated topics; **Triple T** – a Kirby RPG written from scratch in Java (unfinished but playable as a demo)

## Computer Skills

### Languages

- *Working proficiency:* Java, Python, HTML/CSS; *Experience with:* C, C++, JavaScript, MIPS assembly, Scheme, SQL, Ruby; *Exposure to:* Swift, Objective-C, Scala

### Software / Platforms / Frameworks

- Windows, OS X, UNIX, Autodesk Maya, Photoshop, LaTeX, Django, jQuery, Node.js, Rails