Owen Lafferty

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Software Engineer seeking co-op employment for May 2026 to December 2026. Passionate about software design, testing and language use.

Education

Rochester Institute of Technology – GPA 3.97
B.S, Software Engineering   May 2029

Skills

Proficient Languages: Python, Java, Javascript, C, HTML
Engineering Technologies: Git, UML, Agile, SonarQube, Spring, NodeJS, Angular, JUnit, Slack, Trello, Jira
Design Skills: Documentation, System Design, Object Oriented Programming

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Projects

Fighting Game Controller Visualizer, Personal   Summers 2025
Worked with PyQT and Pygame to make a program that reads user inputs and visualizes them to the screen.
- Developed a signal thread loop to allow for seamless communication between user input and user interface.
- Designed a PyQT layout that resembles a leverless controller layout.
- Implemented a configuration file to allow for easier user customizability

Tools: Git, Python, Qt,

Music Link Converter, Personal   Summer 2025
Designed and implemented a backend server and frontend user interface to allow for conversions between Spotify and Youtube Music links.
- Designed scoring function to evaluate song match accuracy.
- Implemented a dynamic user interface that reacts to the type of link that needs to be converted.
- Worked with spotify and youtube apis to search and retrieve song data.

Tools: Git, JSDoc, Javascript, React, TailwindCSS

Santa's Workshop, Introduction to Software Engineering   Spring 2025
Constructed, with a team of 4, a modern E-Store website with Angular and REST api with Spring over 4 SCRUM sprints.
- Created Design Artifacts to confirm design including: Domain Model, Architecture Models, SCRUM artifacts, and Sequence Diagrams.
- Wrote unit tests achieving 100% coverage.
- Worked with static code analysis tools to patch vulnerabilities and faults.
- Adhered to SCRUM methodology, participating in ceremonies and producing artifacts.

Tools: Angular, Spring, Typescript, SonarQube

Leadership Experience

Events Head, **Society of Software Engineers,** RIT   Spring 2025
Planned and led social events to foster community engagement and enhance member experience within the software engineering student body.
- Directed planning and managed event necessities for 30+ person gatherings, bimonthly.
- Coordinated with faculty sponsors and students to align events with society goals and member interests.
- Developed agendas, promoted events via digital channels, and managed post-event feedback for continuous improvement.