

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

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.
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