

# Owen Brown

Junior Software Developer | Github: [Link](#)

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## ABOUT ME

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I am a driven junior developer who is transitioning from a career in the retail and service industry. I'm excited to apply my skills and experience towards solving technical problems with my teammates.

## EDUCATION

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### Western Washington University

June, 2020

Degree (BA), Major (Philosophy)

Bellingham, WA

- I graduated with a major in Philosophy and a minor in Communications.

### Epicodus, C#/React Track

January, 2023 – May, 2023

Seattle, WA

- Attended full-time, 27-week program in web and open-source development.
- Used command line in Git from day 1 of class.
- Built over 60 applications so far with C#/.NET, HTML, Javascript, and CSS, and more.
- Developed interpersonal and communication skills through pairing and group projects, mirroring a professional development environment.

## WORK EXPERIENCE

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### Strathcona Hotel

March 2021 – November 2022

Front Desk Agent

Victoria, BC

- Used RoomKey Property Management Software to organize and track guests I would check in and out.
- Developed filing, data entry, and organizational practices.
- Trained new employees on systems and procedures.

### Unreal Engine 5

January 2020 – Current

Freelance Development

Seattle, WA

- Created engaging and immersive gameplay experiences by designing and implementing AI systems for enemy characters.
- Built realistic and visually stunning landscapes, incorporating terrain, foliage, and environmental elements to enhance the game world.

## PROJECTS

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**Portfolio** – Javascript | React | Framer-motion | eslint | Next.js | Tailwind CSS

- A responsive Portfolio that tells about me and shows off some of my favorite projects. [Link](#)

**Ghoul Slayer** – Unreal Engine | Blueprints | AI | GitLFS | Unreal Asset Marketplace

- This is a thrilling full-fledged first-person shooter developed in Unreal Engine, utilizing Blueprints for gameplay mechanics and incorporating various features such as AI, a vast landscape, smooth animations, and more. [Link](#)

## CERTIFICATION & SKILLS

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- **Certification:** Certified Scrum Master, recognized by the Scrum Alliance.
- **Skills:** C#/.Net | HTML/CSS | JavaScript | React | API Calls | Unreal Engine 5 | Unity | MySQL |