

Owen Brown

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

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ABOUT ME

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

Western Washington University

June, 2020

Degree (BA), Major (Philosophy)

Bellingham, WA

- I graduated with a major in Philosophy and a minor in Communications.
- I spent time doing improv and stand-up-comedy around the city in between my studies.

Epicodus, C#/React Track

January, 2023 – Present

Seattle, WA

- Attending 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

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 – December 2022

Freelance Development

Seattle, WA

- Solo-developed first-person-shooter game with multiplayer functionality.
- Designed unique weapon recoil patterns and character animations.
- Built dedicated servers using source build of UE5.
- Developed skills using the Blueprints visual scripting system in the Unreal Engine to create games.

PROJECTS

Burning Oil – Unity | C# | Visual Studio | Git | ESLint | AI |

- (Team project) Map application to personally track nearby bathrooms in an area of your choice. [Link](#)

Pierre's Treats – C# | Razor HTML | CSS | VS Code | .Net 6 | MySQL | Entity Framework Core 6.

- (Solo project) A website with user authorization that lets a patron browse treats and their flavors. [Link](#)

CERTIFICATION & SKILLS

- **Certification:** Certified Scrum Master, recognized by the Scrum Alliance.
- **Skills:** C#/.Net | HTML/CSS | JavaScript | Webpack | API Calls | Unreal Engine 5 | Unity | MySQL | Microsoft Excel | Scrum/Project Management | Strategic planning