

Owen Hochwald

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EDUCATION

University of British Columbia

Bachelor of Science in Computer Science, GPA: 4.0/4.0, Dean's Scholar

Vancouver, BC

Expected May 2027

PROFESSIONAL EXPERIENCE

Software Developer

UBC Launch Pad

September 2025 – Present

Vancouver, Canada

- Built cloud gaming platform on AWS, managing 1000+ concurrent EC2 instances for cost-effective scale using Step Functions and DynamoDB data modeling.
- Implemented low-latency real-time WebSocket streaming (DCV) connecting a React frontend to distributed game servers.
- Deployed multi-environment infrastructure using AWS CDK, API Gateway, and Docker with automated CI/CD pipeline.

Software Engineer Intern

Fairphrase

June 2025 – October 2025

US Remote

- Engineered high-availability VPC with containerized microservices using Nginx load balancing achieving 99.99% uptime, SLA.
- Built ML classification pipeline processing 1000+ documents with 85% accuracy across multiple LLM models.
- Developed bias detection platform using Java Spring Boot with real-time TypeScript web overlays.
- Implemented monitoring stack with Grafana, Promtail, and Loki for distributed microservices observability.

Full Stack Intern

UBC Visual Cognition Lab

April 2025 – October 2025

Vancouver, Canada

- Refactored 30K+ line Express.js monolith to TypeScript, reducing runtime errors by 40% across 50+ API endpoints.
- Engineered a RAG chatbot with semantic search over research docs, reducing onboarding time from 2 weeks to 1 week.
- Automated application workflows and bug reporting using React/Redux and MongoDB.

Backend Machine Learning Engineer Intern

Insomniac Design, Inc.

June 2023 – Aug 2023

Washington, D.C.

- Engineered FastAPI microservice, achieving 89% accuracy on social media sentiment analysis with a fine-tuned Lbl2Vec model.

ENGINEERING PORTFOLIO

RecMind : Distributed Recommendation Engine | Go, Python, React, RabbitMQ

May 2025 - Aug 2025

- Built distributed knowledge base with Go + RabbitMQ pub/sub achieving < 500ms latency, processing 10K+ document corpus with Redis caching layer.
- Designed recommendation pipeline combining OpenAI embeddings, Pinecone vector DB, Redis, and PostgreSQL.

AdmitifyAI : College Admissions SaaS | Next.js, Supabase, Stripe

Jan 2025 - April 2025

- Architected full-stack SaaS platform with LLM recommendation engine scaling to 1000+ users in first month.
- Led a team of 5 developers, owning end-to-end DevOps, system architecture, and CI/CD automation.

Volt : Terminal HTTP Client | Go, Bubble Tea, SQLite, GitHub Actions

Oct 2025 – Present

- Engineered CLI API testing tool handling 500+ concurrent HTTP requests with Go goroutines and Bubble Tea TUI.
- Implemented SQLite persistent storage with one-command installation via automated GitHub Actions binary distribution.
- Optimized development workflow by 40% via Vim-style navigation and syntax-highlighted JSON responses.

TECHNICAL SKILLS

Languages: Go, TypeScript/JavaScript, Java, Python, C++, Kotlin, SQL, Bash

Backend & Distributed Systems: Spring Boot, Express.js, FastAPI, Flask, RabbitMQ, REST/GraphQL APIs, WebSockets, gRPC, Microservices, Event-Driven Architecture

Cloud & DevOps: AWS (EC2, Lambda, Step Functions, CDK, ECS, DynamoDB), Docker, Kubernetes, GCP, Nginx, CI/CD, GitHub Actions

Frontend & Frameworks: React, Next.js, Redux, Jest, HTML/CSS

Databases: PostgreSQL, MongoDB, Redis, MySQL, DynamoDB, SQLite, Pinecone, S3

Monitoring & Observability: Grafana, Prometheus, Loki, Promtail, CloudWatch

AI/ML & Tools: LangChain, Pytorch, OpenAI API, RAG Pipelines, Fine-tuning, Git, Linux, Jira, Postman