

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

Sep 2024 - May 2027

PROFESSIONAL EXPERIENCE

Software Developer

UBC Launch Pad

Sep 2025 – Present

Vancouver, Canada

- Engineered core cloud gaming infrastructure (AWS) using TypeScript CDK and Step Function orchestration for cost-effective scaling of 1K+ distributed EC2 game servers.
- Developed high-performance React frontend with Amazon Cognito for authentication and implemented custom streaming logic to achieve sub-50ms end-to-end latency for real-time game control.
- Designed persistent storage layer using DynamoDB for low-latency retrieval and configured EBS volume management for dynamic EC2 storage provisioning.
- Maintained 85% code coverage via Jest unit/integration testing and CI/CD pipelines to automate Dockerized deployments.

Software Engineer Intern

Fairphrase

Jun 2025 – Oct 2025

US Remote

- Built entire Observability stack from scratch, implementing Prometheus, Grafana, and Loki across 12 containerized microservices to enable automated downtime detection and service rollback.
- Spearheaded bias classification ML infrastructure, developing Java Spring Boot backend to handle concurrent model inference with 85% accuracy across multiple Generative AI models.
- Engineered high-availability VPC with containerized microservices using Nginx load balancing achieving 99.99% uptime SLA.
- Shipped React browser extension, injecting Grammarly-like UI, bias analysis overlay into 1K+ third-party websites.

Full Stack Intern

UBC Visual Cognition Lab

Apr 2025 – Dec 2025

Vancouver, Canada

- Refactored a 30K+ line Express.js monolith to TypeScript, enhancing code maintainability across 50+ API endpoints.
- Reduced onboarding time from 2 weeks to 1 week by engineering RAG chatbot with semantic search over research documents.
- Accelerated bug resolution time by 45% by implementing automated bug-reporting pipeline using React, Redux, and MongoDB.

Backend Machine Learning Engineer Intern

Insomniac Design, Inc.

Jun 2023 – Jul 2023

Washington, D.C.

- Achieved 89% accuracy in social media sentiment analysis by implementing FastAPI microservice & fine-tuning Lbl2Vec model.

ENGINEERING PORTFOLIO

Volt ⚡: High-Performance HTTP Client & Load Tester | Go, Sqlite, Streaming Algorithms

Oct 2025 – Present

- Engineered full-featured Postman/cURL replacement with Go, outperforming industry standard tools by 3.9x.
- Achieved concurrent load testing performance of 1M requests in < 5s by implementing request pooling.
- Implemented real-time percentile tracking using t-digest streaming algorithms to calculate p95 latency metrics with <1% error.

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

May 2025 - Aug 2025

- Architected multi-language microservice pipeline: utilized Python/FastAPI for document processing and Go for high-concurrency pub/sub (RabbitMQ) message handling.
- Engineered Go producer/consumer API backend to manage asynchronous data flow, coordinating updates and state consistency between Pinecone (vector store), Redis cache, and PostgreSQL.
- Designed a distributed data retrieval strategy to reduced end-to-end query latency to sub-400ms at p99 for a 10K+ document corpus.

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

Jan 2025 - Apr 2025

- Lead development of a full-stack SaaS platform (Next.js/Supabase), scaling to 1000+ registered users in first month.
- Managed a team of 5 developers, overseeing product ideation, system architecture, and CI/CD automation for agile development.

TECHNICAL SKILLS

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

Systems & Cloud: AWS (CDK, ECS, DynamoDB), Docker, Kubernetes, Nginx, CI/CD, Microservices

Performance & Data: Redis (Caching), PostgreSQL, Vector Databases, Distributed Systems, RabbitMQ)

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

Monitoring & Observability: Grafana, Prometheus, Loki, CloudWatch

Core Skills: Problem Solving, Object-Oriented programming, Data Structures and Algorithms, SDLC