Owen Akers

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EDUCATION

Johns Hopkins University Expected May 2028
B.S. Candidate in Computer Science and Applied Mathematics GPA: 3.81/4.0
- Varsity Men's Tennis
- SAT: 1510 (770 Math, 740 Verbal)

RELEVANT COURSEWORK

Completed: Gateway: Java, Intermediate Programming, Calculus II, Linear Algebra, The Ethics of AI and Automation
Upcoming (Fall 2025): Data Structures and Algorithms, Honors Discrete Mathematics, Calculus III, Full-Stack JavaScript

EMPLOYMENT

Lowe's Companies, Inc. Charlotte, NC
Software Engineer Intern May 2025 — Present
- Developed a React and TypeScript web app used by 300,000+ store associates to showcase Lowe's Technology Hub
- Queried and updated PostgreSQL databases using DBeaver to support backend functionality through existing FastAPI endpoints
- Designed and implemented a React filtering UI for 50+ restaurants, improving UX with advanced sorting capabilities
- Leveraged CI/CD pipelines, Docker, and Cypress testing to ensure a robust platform with 95% test coverage

Swish (Startup) Baltimore, MD
Software Engineer Aug 2024 — Present
- Drove mobile development using React Native, Firebase, and Django, supporting a pre-launch waitlist of 1000+ users
- Spearheaded integration of QR code scanning and wishlist-sharing features to enhance in-store product discovery

LEADERSHIP

Cyberbirds Baltimore, MD
Secretary & Lead Web Developer Jan 2025 — Present
- Built and maintain club website accessed by 75+ members, providing updated resources and announcements
- Host technical discussions on topics such as network security, cryptography, and ethical hacking

NASA – ISS "Quest for Space" Program Charlotte, NC
Mechanical Team Lead Aug 2021 — May 2022
- Led a 3-person team in designing, testing, and constructing a microlab deployed to the International Space Station
- Delegated mechanical responsibilities to support experimental investigation of soap bubble dynamics in microgravity
- Analyzed post-mission microgravity data; observed increased bubble lifespan compared to Earth-based conditions

PROJECTS

Chess
https://github.com/jhu-ip/2025-spring-final-anath3-oakers1-alee297
- Built a fully functional terminal-based chess game in C++, implementing standard rules and supporting two-player gameplay
- Applied object-oriented programming to model pieces, validate moves, and manage board state without external libraries

Image Processing CLI Tool
https://github.com/jhu-ip/2025-spring-midterm-anath3-oakers1.git
- Created a C-based image-manipulation tool (blur, crop, invert) for binary PPM files using structs and dynamic memory allocation
- Practiced systems-level programming by managing binary file I/O, debugging with gdb, and structuring the project with Make and Git

SKILLS

Languages: Python, JavaScript, TypeScript, SQL, Java, C, C++
Frameworks: React, React Native, FastAPI, Tailwind CSS
Tools: Git, Docker, PostgreSQL, Firebase, Bitbucket, Confluence, Jira, DBeaver, Cypress