

Owen Simpson

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EDUCATION

Northeastern University

Boston, MA

Bachelor of Science in Computer Science

Sep. 2021 – May 2025

- GPA: 3.90/4.00 | University Honors Program | Dean's List
- Algorithms and Data | Object-Oriented Design | Computer Systems | Discrete Math

TECHNICAL SKILLS

Languages: TypeScript, Swift, Java, HTML, CSS, Bash, C

Frameworks/Libraries: Node.js, React.js, Next.js, , SwiftUI, UIKit, Express.js, Prisma ORM

Developer Tools: Git, Amazon Web Services, Unix Command Line, Xcode, Visual Studio Code

EXPERIENCE

iOS Engineering Co-op

Jan. 2023 – Aug. 2023

Zipcar

Boston, MA

- Collaborated on agile team of 8 engineers to implement new features and fix bugs in the Zipcar native iOS app
- Led development of membership pausing epic on iOS, preventing >10% of customers from cancelling
- Established best practices and patterns to migrate codebase to modern SwiftUI, replacing 25% of legacy app code
- Successfully pitched company hack-a-thon project to leadership, securing 2024 development roadmap placement

Undergraduate Computer Science Teaching Assistant

Aug. 2022 – Dec. 2022

Northeastern University

Boston, MA

- Introduced intro level concepts including program design, unit testing, recursion, and abstraction
- Led team of 4 in weekly labs to reinforce material in a smaller environment of ~35 students
- Provided feedback to students through grading by leaving informative comments
- Hosted 4+ office hours a week to provide direct 1 on 1 academic support to students

Retail Technical Associate

July 2019 – Aug. 2021

Staples, Inc

Acton, MA

- Elevated customer satisfaction by performing diagnostics on customer's faulty hardware
- Bolstered sales by pitching computers, printers, and chairs using basic up-selling techniques
- Maintained store by performing simple tasks such as tagging, cleaning, stocking, and contactless delivery

PROJECTS

CarpoolNU | *TypeScript, React.js, tRPC, MySQL, Prisma.js, AWS*

Jan. 2023 – Present

- Developed web app for Northeastern client to help students commute to co-op inaccessible by public transportation
- Iterated on intuitive user interface, enabling users to join a carpool group and edit their profile page using React.js
- Developed type-safe MySQL backend that facilitates seamless user connections, group management, and favorites
- Played a key role in the team working towards delivering the final product to our client for fall 2023

Ada-2 | *JavaScript, Discord.js, MySQL, AWS, Cron, Bash*

October 2022 – November 2022

- Developed web bot using JavaScript and MySQL to improve experience of players in game Destiny 2
- Optimized algorithm to make the necessary 1000+ API requests in <5 minutes for all end users
- Deployed application to cloud to service 100+ guilds and 2000+ users daily using AWS
- Managed operations by triaging feature requests and bugs in public forum

Bungie.net Core | *TypeScript, OpenAPI v3.0, Git, REST API, npm*

July 2022 – August 2022

- Repurposed open-source tool to automate TypeScript definition generation for the Bungie.net REST API
- Optimized npm package by reducing bundle size by 50% compared to existing libraries
- Facilitates development of web apps through live updates to support new game systems in Destiny 2

Simple Image Processor | *Java, JUnit 5, Git*

May 2022 – June 2022

- Built image processor to perform algebraic manipulations on ppm, png, jpg files using MVC design pattern
- Collaborated with partner through daily meetings to draft, plan, program, test, and submit assignment
- Optimized time complexity for pixel manipulation to improve performance