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 | Networks/Distributed Systems | Computer Systems

TECHNICAL SKILLS

Languages: TypeScript, JavaScript, Swift, Java, HTML, CSS
Frameworks/Libraries: Node.js, React.js, Next.js, SwiftUI, UIKit, React Native, Express.js, Prisma ORM
Developer Tools: Git, AWS, Vim, 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 feature on iOS, preventing >10% of customers from cancelling
- Established best practices and patterns migrating codebase from UIKit to SwiftUI, replacing 25% of legacy 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 and 4+ office hours per week

Retail Technical Associate   July 2019 – Aug. 2021
Staples, Inc   *Acton, MA*
- Interacted face to face with customers to troubleshoot, perform diagnostics on faulty hardware, up-sell tech
- Maintained store by performing simple tasks such as tagging, cleaning, stocking, and contactless delivery

PROJECTS

Pasta Zaddy Mobile App | *React Native, TypeScript, Firebase*   September 2023 – Present
- Creating application for local pasta chef to manage reservations, outreach with community, and grow his brand
- Engineered custom hook-based solution to simplify firebase SDK interface to greatly reduce development time

CarpoolNU | *TypeScript, React.js, tRPC, MySQL, Prisma.js*   January 2023 – August 2023
- Delivered web app to Northeastern, helping students commute to co-ops 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

Ada-2 | *JavaScript, Discord.js, MySQL, AWS EC2, Cron, AWS Lambda*   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 client bundle size by 50% compared to existing libraries
- Generates definitions along with live updates to Destiny 2, allowing developers to immediately access new features

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