Owen Stranathan

Github.com/
owenstranathan

EXPERIENCE

PROGRAMMER 1
Disbelief, Chicago, IL
March 2020 - October 2021

Worked as a game industry contractor assisting other game studios in engineering work. Heavily contributed to gearbox software's C++ SDK for their SHiFT online services. Helped to design and improve services and both internal and external APIs in the SHiFT ecosystem. Helped to revise and maintain the SHiFT C++ SDK structure and build system. Although I was a contractor I embedded deeply with the Gearbox SHiFT SDK team and operated as part of that team day to day, reviewing code, participating in meetings, providing organizational feedback and helping teammates when able.

PLATFORM OPERATIONS ENGINEER
Appfigures, New York, NY
November 2017 - June 2019

Wrote custom internal CI/CD service and administrated Kubernetes clusters on google cloud engine. Reverse engineered SDKs, APIs, apps, and devices to extract data sources, specifically. Wrote a series of programs and scripts that functioned as a distributed work queue, to download, de-compile, and analyze millions of apps from the Apple App Store and Google Play Store.

SOFTWARE CO-OP
The RoviSys Company, Aurora, OH
January 2016 - May 2016

Worked as part of a team of software developers and systems engineers on automation control system software integration for clients in industrial production industries.

Primarily worked on two separate projects for two separate clients in the oil and petroleum industry creating pipeline historian software.

CONTACT

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SKILLS

PROGRAMMING
C++
Python
Bash
C#/.NET
MySQL

TECHNOLOGIES
Perforce
Git
Kubernetes
Docker
CMake
Visual Studio

LANGUAGE
Chinese
English

EDUCATION

UNIVERSITY OF AKRON
Bachelor of Science in Computer Science. 3.4 GPA

2013-2016