Walker "Owen" Widdis

Ann Arbor, Michigan | walkerwiddis@gmail.com | 313-550-7588 | https://owenwiddis.github.io/

Education

University of Michigan   **August 2025 - May 2027**
Master of Science, Data Analytics
Geospatial & Environmental Data Science Focus

Michigan State University   **August 2020 - June 2024**
Bachelor of Arts, Experience Architecture
Dean's List 5x

Experience

MSU College of Arts and Letters: East Lansing, Michigan   **June 2022 - August 2024**
UI/UX Design and Research, Website Development and Management
- Engaged in site-wide quality assurance remediations and inputting new content to ensure the site was error-free and up-to-date.
- Performed a site-wide accessibility audit and fixed errors to ensure the site accommodated all users.
- Pulled site analytics and created data reports to help understand our users and their service needs.

Supino Pizzeria: Detroit, Michigan   **May 2021 - January 2022, August 2024 - August 2025**
Kitchen Staff

Panera Bread: Grosse Pointe, Michigan   **July 2020 - January 2021**
Delivery Driver, Kitchen Staff

Research Experience

UofM School of Environment and Sustainability: Ann Arbor, Michigan   **June 2025 - Present**
Graduate Research Assistant: Conservation & Coexistence Research Group
- Assisted PhD student Amelia Zuckerwise to label tiger locomotion behaviors for training machine learning models; aimed to match AI-generated patterns with GPS collar data to estimate wild tiger behavior.

Activities

World Cube Association   **April 2015 - Present**
Competitor and Organizer
- 2023 US National Champion Fewest Moves
- Gave an instructional and interactive seminar on the Fewest Moves solving category at the 2022 North American Championship in Toronto, Canada.
- Organized official Rubik's Cube competitions in East Lansing, Michigan (2022, 2024).
  - *Budgeting, Venue Coordination, Scheduling, Communication*

Skills

Technical: *HTML, CSS, JavaScript, Python, C++, Google Drive, Microsoft Suite, Adobe Suite, Figma, WordPress, Webflow, BORIS, Git, R*

Design and Accessibility: *Wireframing, Prototyping, User-Centered Design, Graphic Design, Auditing, Comparative Analysis, Information Architecture, WCAG Accessibility Standards*