

Owen Wong

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EDUCATION

University of Washington

Seattle, WA

Bachelor of Science in Informatics

Expected June 2027

- **GPA:** 3.95/4.0
- **Relevant Coursework:** Co-op Software Development, Server-Side & Client-Side Development, Data Structures and Algorithms, Databases & Data Modeling, System Development (C++), Java Programming (I, II, III)

WORK EXPERIENCE

Coding Instructor

Jun. 2025 – Present

Coding With Kids

Seattle, WA

- Teach foundational programming concepts in Java, Python, C++, and Scratch to 20+ K-12 students, tailoring instruction by age group and skill level.
- Guide students through coding exercises, offering debugging support and fostering logical problem-solving skills.

Swim Instructor

Oct. 2024 – Present

Lake Union Swim Academy

Seattle, WA

- Design and deliver personalized swim instruction to 30+ students by emphasizing core fundamentals, survival skills, and competitive techniques, resulting in rapid progression across skill levels.
- Track weekly student progress and adapt lesson plans to individual learning speeds, fostering consistent improvement in both technique and confidence.

PROJECTS

Foreword

Mar. 2025 – June 2025

Software Developer

University of Washington

- Built a collaborative full-stack reading web app using React, Firebase, and OpenLibrary API, enabling authenticated users to find books, post reviews and comments, and interact with a social community.
- Improved user retention and motivation by engineering features such as login streaks, follower/following connections, and personalized reading goals, resulting in increased average session duration and active users.

ReThinkUW

May 2025

Software Engineer Intern

University of Washington

- Integrated EmailJS into the Contact Us page to enable automated email delivery from user submissions, reducing manual processing time by approximately 5 hours per week.
- Collaborated on front-end feature development in a React-based environment to enhance user experience.

Bop It!

Jan. 2025 – Mar. 2025

Software Developer

University of Washington

- Built and designed a full-stack Bop It! game using React, Node.js, Express.js, and MongoDB, with responsive UI, real-time score tracking, and persistent player profiles, increasing average play session length.
- Developed RESTful APIs for gameplay actions, leaderboard updates, and user data; integrated Azure Active Directory for secure authentication and access control.

KanPet

Sept. 2024 – Dec. 2024

Software Developer

University of Washington

- Developed a gamified task manager using React with Hooks-based state management to support dynamic and persistent kanban boards, personalized milestone tracking, and cosmetic rewards.
- Designed modular, high-fidelity UI/UX flows in Figma and Miro to improve user flow and engagement.

TECHNICAL SKILLS

Programming Languages: Java, JavaScript, C++, Python, SQL, R, HTML/CSS

Frameworks & Libraries: React, Node.js, Express.js, Firebase, Azure, MongoDB, PostgreSQL

Developer Tools: Git, VS Code, IntelliJ, RStudio, Postman, DevOps, Agile, Figma, Miro

Concepts: Full-Stack Development, REST APIs, Responsive Web Design, Database Management, Graph Algorithms, Software Development Life Cycle (SDLC), MVC Architecture, User Authentication, State Management