

# Owen Wong

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## EDUCATION

### University of Washington

*Bachelor of Science in Informatics*

Seattle, WA

*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

*Coding With Kids*

Jun. 2025 – Present

*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, adapting lesson plans to individual learning speeds by offering debugging support and fostering logical problem-solving skills.

## PROJECTS

### Youth Connector

*Software Developer*

Sep. 2025

*City of Seattle Youth Connector Hackathon*

- Developed a unified youth-program catalog with React, FastAPI, and SQLAlchemy, with automated 10-second data syncs utilizing httpx/BeautifulSoup, eliminating manual updates and ensuring continuously fresh program listings.
- Delivered “Spark Finder” with filtering, data quality badges, and sub-second REST queries via React Router + Axios, improving program discoverability and decision-making speed for teens using the platform.

### Foreword

*Software Developer*

Mar. 2025 – Jun. 2025

*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

*Software Engineer Intern*

May 2025

*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!

*Software Developer*

Jan. 2025 – Mar. 2025

*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

*Software Developer*

Sep. 2024 – Dec. 2024

*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