

# Owen Wolff

Washington, DC — San Francisco, CA  
[owenj.wolff@gmail.com](mailto:owenj.wolff@gmail.com) — [LinkedIn](#) — [GitHub](#)

---

## Education

The George Washington University  
Bachelor of Science in Computer Science, Minor in Computer Engineering

*Washington DC*  
*Expected December 2025*

- GPA: 3.8, Dean's List

## Technical Skills

- Languages: Java, C, C#, Lua, Python, Javascript/Typescript, HTML, CSS, SQL, Spanish
- Library Proficiencies: MongoDB, React.js, Next.js, MySQL
- Unix CLI Power User

## Featured Projects

- [Personal portfolio website](#), window manager built with Next.js
- [ASCII audio vizualizer for system sound](#) also for the terminal built in C and Swift
- Container and container management software that earned me and my teammates a spot [on this list](#)
- [A taxonomy explorer](#) that I built during my internship at [Electric Capital](#)

## Experience

Intern  
Electric Capital

*San Francisco, CA*  
*May 2025 - August 2025*

- Built a GUI for exploring and adding to [this crowdsourced data repository](#)
- Data downloaded into linear memory with Zig compiled WASM for instantaneous filtering and lazy loading, no network calls for data
- UI built in React with Tailwind css

Undergraduate Research Assistant for Usable Security Lab  
The George Washington University

*Washington, DC*  
*May 2023 - December 2024*

- Worked with React.js and Tailwind to design an interactive and intuitive UI, worked with Django and MySQL for backend integration
- Conducted weekly meetings with project advisors for advice and feedback

Undergraduate Teaching Assistant  
The George Washington University

*Washington, DC*  
*May 2023 - December 2024, January 2025 - Present*

- Tutored an advanced Java programming course and a computer architecture course in C
- Held office hours and sat in on lectures to answer students questions, help with homework, and review for exams

Instructor  
iD Tech

*San Francisco, CA / Remote*  
*June 2022 - September 2023*

- Taught programming to kids K-8 through project-based learning in Java, C#/Unity, and Roblox