

# Owen Wolff

Washington DC — San Francisco CA  
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## Education

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

*Washington DC*  
*Expected Fall 2025*

- Relevant course work: Software Engineering, Algorithms, Operating Systems
- GPA: 3.8, Deans List

## Technical Skills

- Languages: Java, 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 Tetris for terminal](#) built in C with ncurses
- [ASCII audio vizualizer for system sound](#) also for the terminal built in C and Swift
- Container and container managment software that earned me and my teammates a spot [on this list](#)
- [A minimalist arcade game](#) that won 2nd place in the ScoreSpace #21 game jam

## Experience

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
- Collaborated and communicated with teammate to implement feedback and keep project on track

Undergraduate Learning 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
- Communicated complicated concepts clearly and quickly digested large code-bases to assist with de-bugging

Instructor  
iD Tech

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

- Taught programming one-on-one and in groups to kids K-8 through project based learning
- Topics included APCS prep, software development in Java, game development with C# and Unity, and data science with Jupyter Notebook