

STEVEN OWENS

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PROFESSIONAL SUMMARY

Upcoming Computer Science graduate at Oregon State University with a unique skill set combining two bachelor's degrees, computer science and business, with 10+ years of experience as a program manager in one of most technically demanding fields in the US. Armed Forces, the Navy's Nuclear Propulsion program. Available September 2020.

TECHNICAL SKILLS

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|------------|-------------|---------------|------------------------|---------------|----------------------|
| C / C++ | Express.JS | Google Test | Object-oriented Design | Git | Team Leadership |
| MASM | Node.JS | JUnit5 | Data Structures | Heroku | Team Development |
| Java | EJS | CMake / Make | IntelliJ / CLion | AWS EC2 | Requirement Analysis |
| HTML, CSS | SQL / NoSQL | Linux / MacOS | Visual Studio | Microsoft TFS | Release Testing |
| JavaScript | Bootstrap4 | Windows 10 | Version Control | Algorithms | Software Development |

EDUCATION | CERTIFICATIONS

BS, Computer Science | Oregon State University | Corvallis, OR (Expected: 12/2020)

- Cumulative GPA: 3.94

BS, Operations and Project Management | Southern New Hampshire University | Manchester, NH

- Summa Cum Laude

PROFESSIONAL PROJECT MANAGER (PMP), Project Management Institute.

Active | Issued 05/2019

SAFE FOR TEAMS, CERTIFIED SAFE PRACTITIONER (SP), Scaled Agile, Inc.

Active | Issued 10/2018

PROJECTS

TRAPPED – A C++ ESCAPE ROOM ADVENTURE (C++) ([HTTPS://GITHUB.COM/SD-OWENS/ESCAPEROOM](https://github.com/sd-owens/escapeRoom))

- Designed and implemented a console based 2D escape room adventure game using in C++. The game is a dungeon crawler that requires the player to collect clues and solve riddles to escape the dungeon before time runs out.

LOWLEVELWIN32API (MASM) ([HTTPS://GITHUB.COM/SD-OWENS/LOWLEVELWIN32API](https://github.com/sd-owens/lowlevelwin32api))

- Implemented low level input and output using Win32API macros in Microsoft Assembler language (MASM). Demonstrates low level language custom macros in assembly language to read in user input from the console, store data in memory, perform data manipulation and provide console output to the user based on arithmetic calculations.

ROW4REVEILLE ([HTTPS://WWW.ROWFORREVEILLE.COM/](https://www.rowforreveille.com/))

- Volunteered at request of local business to design and implement a mobile-first dynamic website in support of charity fundraiser for Project Reveille. Utilized NodeJS and Express as back-end framework. Deployed via Heroku.

AUTOMATED FOOD DELIVERY APPLICATION ([HTTPS://GITHUB.COM/SD-OWENS/AUTOMATEDFOODDELIVERY](https://github.com/sd-owens/automatedFoodDelivery))

- Led a team of 5 in the design of the user experience and interfaces (UX/UI) for an automated food delivery application for time-constrained end-users. Project spanned all four phases of the Interaction Design product lifecycle using the PRICPE design process. High Fidelity prototypes were created on Apple iOS using the Figma Interface Design Tool.

WORK EXPERIENCE

SIMULATOR OPERATIONS AND TESTING TEAM LEAD, US NAVY 12/2016 TO PRESENT

- Supervise a team of six subject matter experts ensuring maximum up-time, software development, software release testing, and version control of a \$8 million submarine nuclear reactor plant simulator for over 1200 end-users in the pacific northwest. Managed bug tracking and feature requests using git and Microsoft Team Foundation Server.
- Manage simulator day to day operations, testing, patching, and quality control sustaining an unmatched 150% utilization rate of asset with 0% unplanned downtime across the entire program domain.
- Implemented agile methodologies to prioritize product backlogs reducing iteration duration between feature and enhancement deployments by over 50%. Work directly with customers for product feedback and feature requests.

TECHNICAL PROGRAM MANAGER, US NAVY 09/2010 TO 12/2016

- Supervised five cross-functional teams (7-14 members per team) consisting of 60+ total team members responsible for ensuring maximum readiness for overseas assignment of a naval nuclear submarine reactor plant and associated propulsion support equipment. Ensured adherence to all technical requirements in dynamic, high stress environment.
- Managed implementation and end-user testing of software solution for electronic documentation of training and qualification programs for over 320 end-users. Maximized customer success by generating best practices and lessons learned for future implementation on similar platforms in pacific northwest.
- Established “best-of-the-best” culture for training and readiness, ensured long-term organizational success through effective team development and cross-training, resulted in recognition as #1 of 14 peer managers in region.