

Owen Gillespie

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EDUCATION

HARVEY MUDD COLLEGE

BS IN COMPUTER SCIENCE

Expected May 2020 | Claremont, CA

Cum. GPA: **3.8**

Major GPA: **3.96**

BU ACADEMY

Dual enrollment at Boston University

Grad. May 2016 | Boston, MA

Cum. GPA: **3.9**

Major GPA: **4.0**

LANGUAGES

PRIMARY LANGUAGES

Python • Typescript • Java • C++

FAMILIAR

C# • Go • JS • Haskell • SQL

COURSEWORK

UNDERGRADUATE

Neural Nets, Info, and Search

Software Verification

Computer Graphics

Programming Languages

Computability and Logic

Computer Engineering

Data Structures

Microprocessors

Artificial Intelligence

DUAL ENROLLMENT AT BU

Distributed Systems

Computer Systems

Combinatoric Structures

AWARDS

PUZZLE HUNTS

2018	First Place	Google Games Orange County
2017	First Place	Google Games Orange County
2017	First Place	Facebook Puzzle Hunt at HMC
2017	First Place	Bloomberg Puzzle Hunt at HMC
2017	Honorable Mention	Microsoft College Puzzle Challenge

OTHER

2017-2019 Dean's List (5x)

2017-2019 FRC Scholarship

EXPERIENCE

PLAID | SWE INTERN

May 2019 – Aug 2019 | San Francisco, CA

- Developed in **Typescript** with **Node.js**
- Designed and implemented rate limiting solution on outgoing network requests
- Developed a replay tool to reproduce errors locally 80% faster

GOOGLE | SWE INTERN

May 2018 – Aug 2018 | New York, NY

- Developed in **C++**, **Python**, and **Java**
- Improved usability of ads report comparison tool to save 8 eng. hrs/month
- Integrated framework to eliminate tests' dependencies on production servers

MICROSOFT (OPG - INTENTIONAL TEAM) | SWE INTERN

May 2017 – Aug 2017 | Bellevue, WA

- Developed in **C#** and utilizing Intentional programming
- Reduced the memory use of the shader cache by 45% by creating a process to generate general purpose shaders
 - Utilized a functional approach to compile a shader DSL (Domain Specific Language) to shader source code
 - Supported compiling to several shader languages

FEATURE LABS | INTERN

May 2016 – Aug 2016 | Boston, MA

- Developed in **Python** with a heavy emphasis on the **pandas** library
- Published research paper in DSAA 2016: "Label, Segment, Featurize: A Cross Domain Framework for Prediction Engineering"
- Decreased set up time for data science experiments by 80% by creating an automated data-science pipeline on **AWS**

HACKATHONS

2017	BeachHacks	HuntMaster: Framework for augmented reality scavenger hunts. Using Python , OpenCV , and Google App Engine
2017	HackMIT	AR-Pong: 3D Pong on the HoloLens . Developed with Unity
2016	5C Hackathon	AR Labyrinth (First Place): Augmented reality marble game based on Labyrinth. Using Python , Panda3D , and OpenCV
2016	MuddHacks	Twing (Finalist): LEDs responding to tire swing motion. Using ESP8266 microcontrollers and Arduino
2015	Blueprint	Shake (First Place): API for making virtual connections with a handshake. Using JavaScript and machine learning

PERSONAL PROJECTS

2018-2019	2x custom escape rooms using Arduino , React , and Flask
2016	Feature detection with low cost LiDARs in Python and MATLAB
2016	Fault tolerant distributed sharded key value store in Go (class project)
2015-2016	Control software for automatic transmission, 3 wheel swerve drive, and 8 ft. long 3-jointed arm in Java