

Owen Waring

Full Stack Software Engineer

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Burbank, CA

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EXPERIENCE

Full Stack Engineer @ Rithm

APR 2022 // Remote

- Built API routes in Flask and a set of Postgres DB schemas
- Set up a generated docs pipeline using pDoc with custom templates, automated and containerized it using Docker
- Designed and built an API sandbox UI using react and webpack

Product Manager @ Riot Games

JUL 2014 - DEC 2019 // Los Angeles, CA

- Shaped Jira backlog, ran scrum, and set priorities for a suite of enterprise knowledge management tools
- Directed a team of 32 engineers, designers and content experts
- Planned and executed 7 major company-wide product launches
- Replaced 4 legacy systems, saving the company over \$7 million/yr in hosting and maintenance costs

User Experience Designer @ Riot Games

JUN 2012 - JUL 2014 // Los Angeles, CA

- Designed UX and wrote HTML + CSS for a reddit-style threaded discussion platform with a peak of 12 million users

Previous experience : **UX/UI @ Google, Viacom, and JibJab**

PROJECTS

Pixly — image management app built in React and Express. Photos uploaded to AWS S3. EXIF data searching via PostgreSQL. [GitHub](#)

Warbler — a Twitter clone built using Python, Flask, and PostgreSQL. [Github](#)

Jobly — a job application site built using React on the frontend. Backend is built with Express and PostgreSQL. [GitHub](#)

SKILLS

Languages

Javascript, Typescript, Python, HTML, CSS, SQL

Front End

React, Bootstrap, Bulma, Jinja, Nunjucks

Server

Node, Express, Flask

Testing

Jasmine, Jest, Unittest

Database

PostgreSQL

EDUCATION

Rithm School

Full Stack Web Development

Otis College of Art & Design

BFA Digital Media