Rhett Owen

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EDUCATION

STANFORD UNIVERSITY   Palo Alto, CA | June 2022
BS. COMPUTER SCIENCE, ECONOMICS MINOR
MS. COMPUTER SCIENCE MASTER'S CANDIDATE
GPA: 3.93

WORK EXPERIENCE

META | SOFTWARE ENGINEERING INTERN   Menlo Park, CA | June 2022 - Sep 2022
- Worked on the Community Empowerment team building out both internal tools and user-facing product changes for Facebook.
- Used **React** with **Javascript** and **Flow**, Facebook's static type checker.
- Worked closely with 2 other interns, using **GraphQL** and **Relay** to fetch and display user contribution statistics.
- Made frontend and backend contributions for both web and mobile, using **Hack** (Facebook's version of PHP) and **Bloks**, Facebook's server-side mobile framework.

WHYTESPYDER | SOFTWARE ENGINEERING INTERN   Fayetteville, AR | June 2021 - Feb 2022
- Worked with a team of 8 developers to build and maintain the SKUNinja e-commerce web app that lets companies upload content and view detailed reports for products listed on walmart.com.
- Used **React** and **Javascript/JSX** to fulfill various tickets for both whytespyder.com and app.sku.ninja.
- Worked with another intern to implement a **MySQL** database with a **React** front-end for employees to view details for over 1500 Walmart locations.

STANFORD UNIVERSITY | RESEARCH ASSISTANT   Palo Alto, CA | Sebtember 2019 - June 2021
- Aided in data collection and other tasks for research on the impact of investigative journalism. Used **Python** for things such as web scraping (with the **BeautifulSoup** library and **Selenium WebDriver**), machine learning (with **Scikit Learn**), and statistical analysis.
- Co-author for a resulting research paper published in PNAS,
  A method for measuring investigative journalism in local newspapers.

PROJECTS

POKER RANGE CALCULATOR   SWIFT, XCODE, UIKIT
A simple iOS application for a customizable, easy-to-use texas hold'em RFI chart. Has over 6500 downloads on the App Store, and about 10 on the Google Play store (I redid the whole thing with React Native.)

BEAN SIMULATOR 2   SWIFT, XCODE, UIKIT, SPRITEKIT
A simple idle-tapping game that lets the user stir beans and buy better bean-stirring equipment. Implemented rewarded ads, in-game purchases, sound effects, background music (composed in Garageband), timed reward systems, custom tab navigation, and over 60 assets hand-created in Adobe Illustrator.

COSTING HELPER (WINDOWS)   .NET, WPF, C#, ANGLESHARP
A WPF desktop application that uses the AngleSharp web-scraping library to generate costing reports on items listed on Google Shopping. I made this app to help out my mom in her job as a life care planner.

COSTING HELPER (MAC)   SWIFT, XCODE, UIKIT, SWIFTSOUP
A MacOS version of the Costing Helper application. Uses SwiftSoup for HTML-parsing and requests.

SKILLS

Languages: Javascript, HTML/CSS, Python, C++, C, Java, PHP, Swift, C#
Tools: React/React Native, Xcode, Git, Docker, AWS, Linux/Unix, Node JS, MongoDB, Sequel Pro, Blender, Unity, Adobe Illustrator