

# Clara Owen

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## EDUCATION

**B.S., Majors: Computer Science, Game Design** **May 2027**  
High Point University **GPA: 3.99**  
Relevant Courses: Algorithm Development (C++), Computer Systems, Database Systems (SQL)  
Honors: Honors Scholar, President's List, Alpha Lambda Delta, 5x Dean's List, Scrum Certified

## SKILLS

Programming Languages: C++, Python, Java, JavaScript, HTML, CSS, SQL  
Libraries: NumPy, Pandas, PyTorch, SciPy, Matplotlib, ROOT, React  
Developer Tools: Git, VSCode, Google Colab, Vim, Visual Studio, CPanel, WordPress, Jira, Scrum

## EXPERIENCE

**Front End Programmer** **July 2024 – Present**  
Breath2Relieve (breath2relieve.com) High Point, NC

- Designed and maintained the front-end of a subscription-based website focused on breathing improvement courses
- Developed interactive data visualizations, providing end users with insights into their progress and breathing metrics
- Utilized WordPress plugins and tools, incorporating custom HTML and CSS to enhance website functionality

**Information Technology Assistant** **September 2023 – Present**  
High Point University High Point, NC

- Conduct daily system monitoring, verifying security, integrity and availability of hardware, server resources, applications and key processes for 200+ people a day
- Manage infrastructure upgrades, analysis and resolution of end user hardware and software issues
- Assist customers in identifying issues and explained solutions to restore service and functionality

**Lead Programmer - <https://otiscostudios.itch.io/red-circuit-rebellion>** **December 2024 – July 2025**  
Otisco Studios Orlando, FL

- Led the programming team to create Agile-style goals, tasks, and timelines
- Explored Unreal Engine techniques, mechanics, and system optimization
- Led programming meetings weekly, delegating tasks and outlining programming systems

## COMMUNITY & CAMPUS INVOLVEMENT

**Treasurer** **April 2024 – April 2025**  
**Vice President** **April 2025 – Present**  
International Game Developers Association High Point, NC

- Advanced careers by connecting members with their peers and promoting professional development
- Planned and wrote out club workshops, secured attendance for 27 students to the Game Developer's Conference

**Club Ambassador** **April 2024 – April 2025**  
**Student Government Association Representative** **April 2025 – Present**  
Video Game Design Club High Point, NC

- Expanded skills on Unreal Engine and theory behind video game development
- Attended student government meetings, created and defended budgets, planned student travel and conferences

## PROJECTS

**Thryve** (Javascript, HTML, CSS) **2025**

- Worked on <https://thryveclubs.pro/> to implement a log in system, AI chatbot that remembers previous conversations
- Designed visual elements including AI user interface, animations, and side bars

**The Beast Inside** (Godot, GDScript) - Solo - **Programmer and Artist** **2025**

- Created all animations, environment items, player systems, scripts, and states

**Crease vs. The Reign of Tearer** (C++, Unreal Engine 5) - Team of 6 - **Programmer and UI Designer** **2025**

- Designed enemy AI using behavior trees and blackboards, environmental mechanics, and progression systems

**Research: Fission and Electronic Charge** (Python, C++, vi) **2024**

- Python and C++ coded research featuring dataframes and pandas to fit data points to a gaussian curve
- Implementing new functions into existing large codebase and ensuring client satisfaction