

Clara Owen

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EDUCATION

B.S., Majors: Computer Science, Game Design

May 2027

High Point University

High Point, NC

Relevant Courses: Game Development, Digital Prototyping, UI Design, Algorithm Development, Computer Systems

Honors: Honors Scholar, Dean's List, Alpha Lambda Delta

GPA: 3.99

EXPERIENCE

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

Information Technology Assistant

September 2023 – Present

High Point University Information Technology

High Point, NC

- Conduct daily system monitoring, verifying security, integrity and availability of hardware and server resources
- Manage infrastructure upgrades, analysis and resolution of end user hardware and software issues
- Translate complex technical issues into digestible language for non-technical users

Software Developer Game Intern

July 2022 – February 2023

Voyager Netz

St. Charles, IL

- Worked with design teams and Senior Software Engineers to build customized software products for consumers
- Created prototypes based upon design ideas using such programming languages as Python and C++

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

SKILLS

Programming Languages: Python, C++, Java, JavaScript, HTML, CSS, C#, SQL, GDScript

Programs: Unreal Engine 5, Adobe Suite, Blender, VSCode, Procreate, Godot

Development Control: Jira, Github Desktop, Perforce, Diversion

PROJECTS

Crease vs. The Reign of Tearer (Unreal Engine 5) - Team of 6 - Programmer and UI Designer

2025

- Combat and transformation focused game where the player is an unfolded piece of origami paper
- Designed enemy AI using behavior trees and blackboards, environmental mechanics, and progression systems

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

2025

- Single-player 2D game focused on consuming all wildlife in a park as an always-hungry wolf
- Created all animations, environment items, player systems, scripts, and states

Papercut: Bob's Misadventures (Unreal Engine 5) - Team of 6 - Programmer

2025

- 2.5D narrative and drawing-focused game where the player plays as Bob, an animator at a factory
- Designed the drawing system, level sequenced levels 1 and 2, and implemented enemy behavior