

OWEN RACETTE

📍 Rochester, NY | 📞 (860) 200-5926 | ✉ 314owen@gmail.com | 🌐 ojr4316

Full-stack software engineer with 15 years of programming experience and an M.S. in Software Engineering from RIT. Specializes in Typescript/Java, cloud-native web applications, and interactive systems – with experience delivering production software, owning products end-to-end, from architecture to team handoff.

Work Experience

Developer/Project Lead

2020-2026

Podcrash - Remote/Portsmouth, England

- Developed rich in-game experiences for **126M+ monthly** Bedrock Edition players through custom behavior and resource packs with **data-driven JSON** and the Bedrock Scripting API (**Typescript**)
- Shipped multiple production web applications using **React** and **Next.js**, including a **3D Skin Editor** and a **Content Scraper/Analysis Tool**
- Built a cross-platform Minecraft Java Edition launcher in **Electron**, featuring anti-cheat systems tailored for competitive multiplayer gameplay
- Managed full software product lifecycle - **architecture, implementation, and handoff** - across multiple large-scale projects, leading teams of engineers, builders, and artists **across three continents**, while managing **project scope, timeline, and delivery**

Software Engineer

2022-2023

Waypoint Studios - Remote

- Architected and delivered a full-stack partner portal, now adopted by 50+ business clients, from scratch using **Next.js**, **Prisma**, and **Docker**
- Built interactive financial dashboards using **Chart.js**, enabling partners to retrieve reports and analyze trends themselves, **saving hours of management time** per release cycle
- Enforced runtime data validation using **Zod**, improving API reliability and creating predictable, auditable content submission workflows

Skills

Languages	Java(Kotlin), JavaScript(TypeScript), C#, Python, C/C++, Lua
Frontend	React, React Native, Next.js, Tailwind CSS, Bootstrap, HTML/CSS
Backend	Node/Express.js, REST APIs, SQL, NoSQL (MongoDB), PHP, Prisma ORM
Cloud/IaC	AWS, Azure, Cloudflare, Firebase, Terraform, Docker
Embedded	Arduino, Raspberry Pi, STM32, Linux, Micro/Circuit Python, RTOS
Game Dev	Godot, Unity, GameMaker Studio
Practices	Agile/Scrum Problem Solving, Cross-Functional/Remote Collaboration, CI/CD

Education

Rochester Institute of Technology

Master's in Software Engineering GPA: 3.67

2024-2025

Bachelor's in Software Engineering GPA: 3.18

2019-2024

Minor in Web Development and Immersion in Astronomy