

Austin Karren

PRODUCT ENGINEER

674 E 380 N,
Vineyard, UT 84059
(801) 616-9170
austin.t.karren@gmail.com

EXPERIENCE

Event Penguin, Utah — *Co-founder and lead product engineer*

OCT 2020 - PRESENT

- Developed a production-ready events registration platform that provided end-to-end functionality.
- Produced software which included event ticketing and RSVP management, sales and instant payouts, agendas, newsletters, and a collaborative workspace for event planners.
- Delivered a feature-rich solution that streamlined the event registration process for organizers and attendees.
- Gathered and translated user requirements into actionable product roadmaps.
- Coordinated tasks, provided guidance, and fostered a collaborative work environment.
- Employed Zod and TypeScript to make typesafe user inputs and api calls between our frontend and backend.
- Designed and prototyped a world class event registration template in Figma and brought it to production in Next.js

EDUCATION

Devmountain, Utah — *Certified Web Developer*

FEB 2020 - MAY 2020

- 12-week, fully immersive, web development program focused on JavaScript and React web development.
- Learned web fundamentals such as data structures and algorithms, JavaScript methods, HTML, and CSS.

Brigham Young University Idaho, Idaho — *Student*

JAN 2019 - JAN 2020

- Studied CS-124: Introduction to Programming in C++ and CS-165: Object-Oriented Programming in C++.
- Also completed coursework in Precalculus, Macroeconomics, and General Education requirements.

INTERNSHIPS

My Tech High, Utah — *IT internship*

MAY 2020 - SEPTEMBER 2020

SKILLS

Experienced in creating intuitive and visually appealing user experiences.

Adept in all aspects of the product development lifecycle.

Extensive experience in JavaScript and TypeScript.

Proficient in popular libraries and frameworks such as React, Next.js, and more.

Proficient in Git and other version control software.

ACHIEVEMENTS

Built a production ready events registration platform called Event Penguin.

Created a monorepo and build-system which saved over 200 hours of development time.

Created an internal UI library which resulted in an improved developer and user experience.

LANGUAGES

English