# Otis Ward

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## EDUCATION

**Stanford University** Stanford, CA
*B.S. in Design, AI & Digital User Experience | Minor in Computer Science* Expected 6/2027
**Relevant Coursework:** Visual Thinking, Computer Graphics & Imaging, Mechanical Physics, Programming Abstractions, Computer Organization and Systems, Probability for Computer Scientists, Vector Calculus for Engineers

## TECHNICAL SKILLS

**Programming Languages:** Python, C++, C, Node.js, HTML/CSS
**Software:** Figma, Git, GitHub, Next.js, Vercel, AWS Lambda, Visual Studio, Bash, Vim

## WORK EXPERIENCE

**Pacific Gas & Electric Company (PG&E)** Oakland, CA
Software Developer 6/2025 – 9/2025
- Contributed to Sherlock 2.0 scheduling engine using Node.js and HTML/CSS for electric distribution operations
- Built internal inspection features translating complex operational workflows into usable production software tools
- Developed scheduling hold module with SWE and QA teams, ensuring reliable integration and maintainability

**Pacific Gas & Electric Company (PG&E)** Oakland, CA
Software Developer 6/2024 – 9/2024
- Designed and executed an Email-to-Case workflow supporting internal intake and triage for Salesforce COE team
- Collaborated with administrators and stakeholders to refine requirements and document workflows

**Lawrence Berkeley National Laboratory** Berkeley, CA
Research & Software Development 6/2023 – 9/2023
- Applied dynamic programming with Python and JAX to support sequence alignment research tasks
- Followed experimental protocols and documented results while upholding research ethics and reproducibility

## PROJECTS

**PG&E Sherlock 2.0 Scheduling Engine** | Node.js, HTML/CSS
- Built a Division Hold Management tool to pause inspection scheduling across PG&E's 5 regions (20 divisions)
- Implemented backend services and an interface to reduce scheduling conflicts by excluding held divisions

**BottleBuddy Prototype** | Figma
- Designed an interactive system to help users locate lost reusable water bottles through a visual interface.
- Prototyped multi-state workflows in Figma, including connection status, proximity alerts, and radar tracking.
- Documented user flows and interaction logic to support future engineering implementation

**Heap Allocator** | C
- Implemented low-level memory allocators, strengthening systems thinking and debugging skills

## LEADERSHIP AND PROFESSIONAL DEVELOPMENT

**Alpha Phi Alpha Fraternity, Inc.** Stanford, CA
Chapter President 12/2024 – Present
- Plan and execute over 10 annual initiatives on and off campus, including free haircuts, professional development workshops, college exposure, voter awareness campaigns, community performances, social events, and more

**National Society of Black Engineers** Stanford, CA
Member 2/2025 – Present
- Supported planning and execution of professional development events and coordinated travel for Black engineering students to national conferences such as NSBE Annual Convention and Afrotech

## ADDITIONAL SKILLS AND INTERESTS

**Interests:** graphic design, computer graphics, front-end programming, anime, Nintendo video games (Zelda/Pokemon)