

## WESLEY BERRY

### Bachelor of Computer Science, Year 4

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#### QUALIFICATIONS

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##### Computer science

- Programming: Java, Python, and JavaScript, HTTP Protocols
- Currently learning: SQL, C++, shell-scripting, and HTML/CSS
- Knowledge of Git and Mercurial version control systems

##### Dynamic problem-solving and analytical skills

- Proficient debugger and eager learner
- Flexibility in prioritizing tasks while adapting efficiently to changes and experiences
- Knight for creative questions, productive data, and innovative solution architectures

##### Exemplary communication

- Professional experience in Agile development environment, including daily standups and presentations
- Eager and thoughtful listener with a genuine desire for understanding
- Quick learner with a passion for action and an appreciation for perspective

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#### CO-OP WORK EXPERIENCE

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##### SMART Technologies Software Test Developer Intern, *September – December 2015*

- Helped transition SMART education software products from Flash to HTML/JavaScript, harnessing proprietary API libraries to improve functionalities and performances for a suite of popular education tools.
- Worked with UX designers and developers to build mobile-enabled SMART Board features (interactive quizzes, activities, etc.) and present these products to directors and coworkers.
- Leveraged RobotFramework, Selenium, and Sikuli tools to create Python and command-line test suites for identifying screen images, verifying XPath elements, and confirming expected interactions.
- Helped manage the testing side of the production pipelines and architectures, instituting and updating tests as necessary, investigating failures, and reporting bugs.
- Utilized Agile development process to test and ship features, set and meet deadlines, allocate resources, and coordinate team efforts.

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#### ACADEMIC AND WORK PROJECTS

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##### Brewmeister, craft beer web app, *March 2016, UBC*

- Utilized MySQL database, JDBC API, and Spring MVC framework in Java to build a web app for storing, reviewing, and recommending craft beers to beer enthusiasts in Vancouver.
- Included rating, tracking, and searching capabilities for beer-seeking users, beer-creation and update queries for brewery users, and inventory control for vendor users.
- Registered RESTful endpoints and built customizable SQL queries while collaborating over a Git repository.

##### Transient Food, food truck-finding web app, *July 2015, UBC*

- Queried Python APIs for food truck information, then overlaid this information on Google Maps while adding dynamic behaviours through HTML/CSS and JavaScript, bringing it all together under a Django framework.
- Integrated Twitter sharing, food truck database searchability, and user-based visit-tracking capabilities.

##### Designed flag-capturing robot as part of capture-the-flag AI challenge, *March - April 2015, UBC*

- Engineered structural design and software, incorporating bounds-following, opponent-avoidance, and flag-snatching behaviours. The bot scored four of the team's five total points and led a charge to victory!
- Similar projects: Sumo-bot and maze-traversing AI design challenges (January 2015 - April 2015).

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## PERSONAL PROJECTS

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### **Steppic, step-counting competition web application**, *February 2016, NwHacks Hackathon*

- Leveraged Android hardware and Fitbit step-counting capabilities into automatically-updating, web-based graphical step-counter for team competitions using Java and JavaScript.
- Integrated Firebase database functionality to store team and individual progress
- Next sprint: expand competition fields beyond step count (examples: money raised, ping pong leaderboards)

### **Interview practice app for Android**, *March 2015*

- Utilized Google Sheets API in Java to create an online question database and a dual-mode interview assistant.
- For future sprints: voice recording, keyword feedback, increased multiplayer usability.

### **“Dark Snake” game using Unity and C# programming**, *November 2014 - January 2015*

- Implemented object interactions, camera, light, and audio effects and sprite-following behaviors using C#.
- Still on the task list: adapting for Android and phone gyroscope capabilities

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## EDUCATION

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### **Bachelor of Computer Science**, *University of British Columbia*

*Graduation: May 2016*

- Major: Computer Science, Integrated Computer Science
- Member of Computer Science Club and Industry Mentoring Program
- Dean’s Honour List
- Accenture Leadership Award recipient

### **Bachelor of Arts**, *University of British Columbia*

*Graduated: Summer 2011*

- Major: Sociology—attended UBC from 2008 until summer 2011

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## EMPLOYMENT HISTORY

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### **Google Student Ambassador**, *Google*

*2015 -2016*

### **Software Test Developer Intern**, *SMART Technologies*

*2015*

### **Food Ambassador/Foodie Tour Guide**, *Vancouver Foodie Tours*

*2014 - 2015*

### **Front Desk Supervisor/Wilderness Hostels Coordinator**, *Hostelling International*

*2011 - 2013*

### **Sports Referee/Storeroom Administrator/Building Operations Staff**, *UBC AMS/UBC REC*

*2003 - 2011*

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## INTERESTS AND HOBBIES

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### **Conferences, Events, and Lecture Series**

*January 2014 - Present*

- Hackathons and events: NwHacks, UBC BCS hackathon, Canadian Open Data Experience, HTML 500
- TED Conference 2014 (staff)

### **TechTrek Computer Science Outreach Volunteer**, *University of British Columbia*

*February 2015 - March 2016*

- Led and assisted high schoolers through programming exercises while cultivating interests in CS

### **Recreational Sports and Events Volunteer/Participant**, *UBC and City-Wide*

*2008 - Present*

- Basketball, softball, and curling leagues, longboat, relay sports, city scavenger hunts, triathlon volunteering

### **Interests**

- Technical: app development, gamification, artificial intelligence, finding insights in numbers
- Personal: music production, sports, experiencing new cultures, trying new foods, writing