

Alexander Berry

alexanderberry20@gmail.com | 801-815-7141 | LinkedIn: [Alex Berry](#) | GitHub: [AlexanderRBerry](#)

Summary

Results-driven Computer Science graduate with experience building robust full-stack applications using C#, .NET Core, SQL Server, and Git. Led development of a collaborative project for Weber State University's Concept Center, handling backend logic, authentication, and database design in an agile team environment. Quick learner, excellent communicator, and strong problem-solver with military discipline and team first mindset. Eager to contribute to high performance teams like NICE, where innovation, agility, and software craftsmanship drive success.

Education

Bachelor of Science in Computer Science – Weber State University, Ogden, UT

Graduation: December 2025

Associate of Applied Science in Computer Science – Weber State University, Ogden, UT

Graduation: December 2024

Certifications

Certificate in Programming Fundamentals

Technical Skills

C#	ASP.NET
Python	Agile Development
SSMS	Docker
SQL Server	Authentication
.NET Core	Visual Studio
Git/GitHub	VS Code

Projects

University Concept Center Platform – .NET Core, SQL Server, Git

- Designed and implemented SQL Server database schema from scratch
- Developed full-stack backend logic using .NET Core and C#
- Set up secure authentication flows, collaborated with a cross-functional team
- Practiced Agile methodology with sprints, user stories, task breakdown, and team standups
- Used Git and GitHub for version control and collaboration

Bite By Byte – .Net Core, C#

- Created a full-stack mock delivery service
- Integrated users/roles and authentication
- Integrated with stripe as a payment service
- The full site can be found here: [BiteByByte](#)

Work Experience

U.S. Army – Track Vehicle Mechanic / Squad Leader | May 2016 – May 2022

- Leadership Excellence award
- Led mission-critical teams under pressure; mastered troubleshooting and planning
- Specialized in field recovery
- Strengthened team communication, operational discipline, and project execution