Sophie Berger

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Computer Science student at UBC with Android, iOS, and AR development experience Microsoft Imagine cup Regional Finalist, and Hackathon winner

linkedin.com/in/sophiemb github.com/SophieMBerger sophiemberger.github.io/

"Strength Insight Report" (from Gallup / CliftonStrengths): Achiever, Strategic, Learner, Futuristic, Focus

Skills

Proficient: Java, Swift, Firebase, ARKit

Familiar: Kotlin, Python, Unity, Tensorflow, Azure,

Alamofire

Experience

Tailored Apps

05/2019 - 07/2019

iOS Software Developer Intern

- Implemented Firebase authentication/Cloud Functions
- Added <u>AR</u> and <u>object recognition</u> using **ARKit**
- Parsed Json from a database for in-app deep links
- <u>Serialized data</u> using the **Codable** protocol
- Localized UI using a Fastlane Google-Sheet plugin

Competitions

Microsoft Imagine Cup

05/2019

Americas regional final

(bit.ly/imaginenekotap)

- In top 12 teams out 30,000+ participants in the Americas
- Presented at the Microsoft Build conference
- Same as "nekoTap" project below

2nd place at social-good hackathon

05/2019

During Imagine cup at Microsoft

(github.com/SophieMBerger/VaxEzy)

- Android application for digital vaccination records which are populated by recognizing text from receipt images
- Implemented <u>camera functionality</u> and <u>local</u> <u>storage</u> of images using <u>Java</u>

1st place at nwHacks with "nekoTap"

01/2019

Western Canada's largest Hackathon (1000+ participants)

(devpost.com/software/nekotap)

 Android app for improved drug adherence using NFC technology to receive tailored drug information Designed <u>animations</u> using Lottie library and Implemented Android front-end using Java to increase <u>usability/accessability</u> within the app

Education

BSc in Computer Science: 1st year 09/ 2019 – 05/ 2022 + Master of Management: 09/ 2019 – 05/ 2023

• Average = 86.2%

"Java Foundations Certified Junior 03/ 2017 Associate"

Awarded by Oracle University

• Completion of Java online certification

Selected projects

Soil TopARgraphy

10/2018 - Present

Android & Unity Developer for UBC Launchpad (eml.ubc.ca/projects/soil-topargraphy/)

- Created an <u>AR</u> app using <u>Unity</u>, <u>Kotlin</u> and <u>Java</u> for Dr. Maja Krzic's soil science class at UBC
- Created Android front-end using Kotlin and Java
- Added UI features to custom AR map in Unity
- Offers more engaging education to 250+ students in the above class
- Utilized Google Maps Android SDK for location
- <u>Presented</u> at "Multidisciplinary Undergraduate Research Conference" at UBC

"Minnie vs. sheep"

05/2019

Personal project

(github.com/SophieMBerger/Minnie-vs-Sheep)

- Implemented a Tensorflow <u>machine-learning</u> model
- <u>Retrained</u> a the <u>image classifier</u> using **Python**, to distinguish between images of my cat and sheep

Community Involvement

Mentor

01/2019 - Present

Technovation challenge

 Provided technical feedback, teamwork guidance, and motivation for two middle-school girls