

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

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“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 **Firestore** authentication/Cloud Functions
- Added **AR** and **object recognition** using **ARKit**
- Parsed JSON** from a database for **in-app deep links**
- Serialized data** using the **Codable** protocol

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/SophieM Berger/VaxEzy)

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

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 **animations** using **Lottie library** and Implemented **Android front-end** using **Java** to increase **usability/accessability** 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 Associate” 03/ 2017

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 **AR** app using **Unity**, **Kotlin** and **Java** 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
- Presented** at “Multidisciplinary Undergraduate Research Conference” at UBC

“Minnie vs. sheep” 05/ 2019

Personal project

(github.com/SophieM Berger/Minnie-vs-Sheep)

- Implemented a **Tensorflow** **machine-learning** model
- Retrained** a the **image classifier** 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