

Sophie Berger

+1 (236) 862-3848
berger.m.sophie@gmail.com

Computer Science student with Android and iOS development experience including AR, 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, Lottie library, Firebase, ARKit
Familiar: Kotlin, Python, Unity, Tensorflow, Azure

Experience

Tailored Apps 05/ 2019 – 07/ 2019

iOS Software Developer Intern

- Implemented User authentication with **Firebase**
- Added AR using **ARKit**
- Utilized Object Mapping using **Alamofire**
- Managed certificates using **Fastlane**

Competitions

Microsoft Imagine Cup 05/ 2019

Americas regional final

(imaginecup.microsoft.com/en-us/Team/950a7633-1dde-4847-ace2-d034055ad817)

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

2nd place at 6h 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 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” title 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” 01/ 2015 – 11/ 2015

Personal project

(github.com/SophieMBerger/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 for Technovation challenge 01/ 2019 – Present

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