

Wesley Iley

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EDUCATION

BAYLOR UNIVERSITY

BS IN COMPUTER SCIENCE

Waco, TX

School of Engineering and Computer Science

Cum. GPA: 3.15

Major GPA: 3.26

COURSEWORK

UNDERGRADUATE

Intro to CSI 1 & 2

Discrete Structures

Intro to Computer Systems

Data Structures

Algorithms

Software Engineering 1 & 2

Computers in Society

Systems Programming

Database Design & Application

Computer Architecture

Data Communications

Computer Graphics

Intro to Computational Theory

Operating Systems

Foundations of Computing

Senior Capstone Design

SKILLS

TOOLS AND TECHNOLOGIES

Comfortable:

Java • C • C++ • Javascript

Familiar:

Bash • MySQL • HTML • CSS

Git • Python • \LaTeX • Bootstrap

Flask • jQuery

Experienced With:

Microsoft Macro Assembler • NGINX

Gunicorn • Docker

EXPERIENCE

BAYLOR UNIVERSITY | STUDENT INTERN

Summer 2015 | Waco, TX

- Used basic HTML and CSS skills to improve upon and manage the "www.ecs.baylor.edu" website.

BAYLOR UNIVERSITY | ENGINEERING AND COMPUTER SCIENCE LINE CAMP LEADER

Summer 2015 | Waco, TX

- Participated as a student leader / counselor for incoming freshman to the school of Engineering and Computer Science at Baylor University during a week long summer camp for new students.

TEACHER RETIREMENT SYSTEM OF TEXAS | TEAM (TRS ENTERPRISE APPLICATION MODERNIZATION) + IT INTERN

Summer 2014 | Austin, TX

- Worked with upper management of TRS in the creation of a new online portal for their customers.
- Responsible for the assistance of help desk tickets as well as facilitating in the imaging of and deployment of new computers and new software.

PROJECTS

ENERG-EASY

Created a web-based server-side application that predicts future energy usage for the state of Texas at the county, region, and state level. The predictions are found by using a variety of machine learning techniques. The results are displayed via a chart showing hourly energy usage and a heat-map showing relative estimated energy usage to other areas.

IPHONE TEXTS TO LATEX DOCUMENT

Created a Python application to parse through a given set of iPhone texts and output a Latex document of the texts in a clean storybook dialogue format.

TCP + UDP SERVER/CLIENT PROTOCOL

Constructed a TCP and UDP Protocol from the ground up using Java. In addition to this, I created multiple versions of the server using different I/O techniques including asynchronous I/O and selector based I/O.