Wesley Iley

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EDUCATION

BAYLOR UNIVERSITY

BS in Computer Science
Expected May 2016 | Waco, TX
School of Engineering and Computer Science
Cum. GPA: 3.05
Major GPA: 3.17

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
Python • LaTeX • Bootstrap
Flask
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.

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.