Garrett Wesley

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EDUCATION

University of California, Berkeley
GPA: 3.55
B.A. Computer Science – Regents Scholar
Aug. 2017 - Dec. 2020
(Intended)

Coursework: Programming, Data Structures, Computer Architecture, Discrete Math & Probability Theory, Designing Information Devices and Systems I & II, Linear Algebra & Differential Equations, iOS Development, Ruby on Rails.
Current: Efficient Algorithms and Intractable Problems, Artificial Intelligence.

PROFESSIONAL EXPERIENCE

LiftIgniter
San Francisco, CA
Software Engineer Intern
May 2018 - Aug. 2018

- ❏ Created a custom override interface for a machine learning recommendation api that was featured in 10 million+ page loads per day, and pitched a demo of the system to investors.
- ❏ Implemented and deployed an A/B testing interface to empower users and provide fine-grained control over clients sites; designed elements around goals and constraints e.g. driving long-term engagement, pushing for increased click-through-rate, rewarding popular items by metrics such as revenue and page-views.

Lux Science
Oakland, CA
Web Developer Intern
Jan 2018 - May. 2018

- ❏ Proposed improvements to their educational platform and created interactive WebGLs in Unity that optimized performance on mobile devices.
- ❏ Improved initial site load by 30% by off-loading static assets, lazy-loading expensive resources. and changing to server-side rendering.

Organizations

Open Source at Berkeley
Jan 2019 - ongoing
Project Educator - opensource.berkeley.edu

- ❏ Came on early as a founding member; oversaw 10+ teams of students working on contributing to the open source community through personal projects or existing repositories.
- ❏ Contributed to weekly lesson plans centered around relevant software development practices.

PROJECTS

Flash Stack
Feb 2019 - ongoing

- ❏ Built an iPad app that allows users to create flashcard decks using their apple pencil to directly draw on the cards; also features several interactive games to review the flashcards.
- ❏ Created a responsive interface that syncs users flashcards among iCloud devices.
- ❏ Uses bezier curve interpolation to create smoother handwriting; features a calligraphy stylus that takes advantage of the force, altitude, and azimuth of the Apple Pencil.

Cal BnB - calbnb.herokuapp.com/
January 2018

- ❏ Built a UC Berkeley home sharing app with user authentication and authorization. Incorporated messaging between users and deployed on Heroku.
- ❏ Interacted with Google maps api and implemented relational SQL database to store user data.

Touch Typer - chrome.google.com/webstore/detail/typing-10-fast-fingers/eoefmbbche
December 2017

- ❏ Developed a Google Chrome extension to allow users to increase their typing speed and accuracy. 8000+ weekly active users across several countries.
- ❏ Utilizes least squares regression to pull words that the user is more likely to struggle with for increased exposure. Incorporates a visual heat map of keys with most errors.

DiceDual - dicedual.herokuapp.com/
August 2017

- ❏ Real time Node.js multiplayer dice game using express.
- ❏ Implemented intelligent game rooms through socket.io to manage concurrent user sessions.

FLUENCIES

Java, Javascript, Python, Swift, PHP, SQL, Unix, HTML, CSS, C, C++

FRAMEWORKS & SYSTEMS

React, Redux, Xcode, Unity3D, AWS, Node, MongoDB, NumPy