Wesley Weisenberger

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EDUCATION

University of California, Berkeley **Graduated:** May 2024
Bachelor of Arts in Computer Science **GPA:** 3.8

Relevant Coursework: Full Stack Development, Data Structures, Database Systems, Computer Architecture, Computer Security, Discrete Math & Probability Theory, Efficient Algorithms & Intractable Problems, Designing Information Devices and Systems, Principles of Data Science, Data Ethics, Advanced Linux System Administration, Operating Systems

TECHNICAL SKILLS

Languages: Rust, Python, Java, C, Go, React, Javascript/NodeJS, HTML, CSS, SQL, PHP, Swift, RISC-V Assembly
Tools: Git, Linux, Docker, NumPy, Pandas, Matplotlib, Seaborn, Scikit-learn, LaTeX, MongoDB, RegEx

PROJECTS

Full-Stack Todo List & Scheduling App – React, Node.js, MongoDB Fall 2023
Personal Project, available at wesleyweisenberger.xyz.

- Seamless account creation & login, session management handled by JSON Web Tokens, and a secure REST API backend that persists data in MongoDB, with data automatically being refreshed across signed-in devices.
- Intuitive, accessible, & dynamic frontend built from scratch allows users to add tasks with customizable due date and priority options, and later remove, sort, & edit these tasks with attention paid to responsive layouts on mobile devices.
- Self hosted on DigitalOcean as a custom configured production server using Nginx & Let's Encrypt.

Weather Station & Online Monitor/Visualizer – C, HTML, Javascript Spring 2021
Personal Project

- Constructed a custom battery-powered Arduino weather monitoring circuit & system which pushed environmental data to a database on a locally hosted Linux web server, accessible to the internet.
- Website allowed users to monitor and visualize weather data & trends. Users also had the ability to request more recent weather measurements from the device.

End to End Encrypted File Sharing System – Go Spring 2023
Class Project

- Designed and developed an API that allows users to upload, append to, and delete files.
- API also supports secure file sharing between users and revocation of file access.
- Custom suite of tests written to ensure that file integrity and confidentiality were maintained even after any malicious actions were taken on the server.

WORK EXPERIENCE

Software Engineering Intern June 2023 – August 2023
Hone Health – New York, NY

- Contributed to development and deployment of Next.js C/.NET telehealth platform.
- Worked on a team to implement features, fix bugs in real-time, and manage platform stability.
- Took on responsibilities related to a website redesign and brand refresh.

Computer & Data Science Student Researcher January 2023 – May 2023
Under Professor Johnathan Marshall

- Developed classifiers and statistical models to identify patterns and anomalies in historical crime data.
- Constructed XML parsers to parse cases and to ensure old, irregular data was interoperable with Pandas/NumPy.
- Employed Text Data Mining & Analytics to make conclusions about and to verify hypotheses about the data.