Liam Harbec

Junior Full Stack Developer <u>www.liamharbec.com/</u>

EXPERIENCE

WTFast, Remote (Kelowna, BC) — Junior Full Stack Developer

JUNE 2022 - DECEMBER 2023

Working at WTFast (What the Fast) was an excellent experience and it was my first job after I graduated. I leveled up my skills immensely, improving both technically and interpersonally. I was unfortunately let go due to financial constraints at the company.

- Primary developer for their CPE Project's UI made using VueJS. The project would bring WTFast's originally PC-only technology to routers.
 - Helped onboard new developers to the UI
 - Showcased project to non-technical third parties
- Helped reconstruct their account creation endpoint in Golang (originally .NET) and created several other endpoints for user info.
- Helped develop, install and debug software made for OpenWRT (tested using Raspberry Pi 3b & 4 alongside other router hardware). Learned to make, install and host custom packages. Helped create Github actions to automate production of these packages. Provided technical support to nontechnical members for installation and debugging.

Rounders Consulting, Vernon, BC — Junior Programmer

MAY 2019 - JUNE 2021

I worked at Rounders Consulting for a variety of projects over the years. Here are some accomplishments I made while I was there:

- Developed <u>https://vancouvernowandthen.com/</u> for a Vancouver photographer, contrasting old photos of Vancouver with its modern day counterparts. Built with Ruby on Rails and JuxtaposeJS
- Helped develop an online dashboard for a local solar company, Roost Solar, allowing their clients to view production of their solar energy and consumption of their home's energy.
 - Pulls in consumption data from BCHydro and solar data from SolarEdge and APSystems, then graphs them using ChartJS.
- Assisted in the design and development of Shopify and Squarespace websites.

LINKS <u>GitHub</u> LinkedIn

liam.harbec@gmail.com

SKILLS

VueJS Ruby on Rails Javascript HTML & CSS Communication Skills

LANGUAGES

English, French

HOBBIES

Downhill Skiing Cross-country Skiing Dungeons & Dragons Karate

REFERENCES

Available upon request

EDUCATION

Relevant Online Coursework, Coursera, Andrew Ng, Lawrence Moroney —Machine Learning Specialization, Tensorflow Developer & Deep Learning Specialization

SEPTEMBER 2024 - PRESENT

- Completed multiple courses covering deep learning, TensorFlow, machine learning fundamentals, regression, classification, neural networks, convolutional networks, NLP, and time-series predictions.
- Currently enrolled in the 5 course series, Deep Learning Specialization which covers neural networks, hyperparameter tuning, machine learning project structure, convolutional networks and sequence models.

University of British Columbia (UBCO) – Okanagan, Kelowna — Bachelor of Computer Science

SEPTEMBER 2018 - APRIL 2022

PROJECTS

Capstone Project — UBCO COSC499

SEPTEMBER 2021 - APRIL 2022

I was the project manager for Cyclops Team 1 in the UBC Okanagan Computer Science Capstone project, where we were tasked with creating an environmental article repository with some extra features. This was one of my first longer-term leadership roles.

- Organized tasks for the team, including possible methods they could be accomplished and provided code review.
- Gathered required software for the team, and created guides for development environment setup.
- Wrote organizational documents and communicated to clients and professor of progress and tasks for the given week.
- Created presentation and demo videos for the group.

BCHacks 2022

FEBRUARY 6, 2022

I participated in the 24h Hackathon, BCHacks, with a team of 4 from UBC Okanagan. Our goal was to design and develop an entrepreneurial idea within the time limit.

- Created BCPartPicker, an idea based off of PCPartPicker (a tool to help build custom computers), but instead allowing for customization of sporting equipment, like bikes or skis.
- Used a Rails API with a React frontend.
- Set up development environments for team members, created the API and set up the various endpoints.