

Benjamin T. Bertka

bbertka@mss.icics.ubc.ca

1666 W. 6th Ave. Unit 3
Vancouver, BC
(604) 364-2024

Objective:

To work with exceptional talent at a professional and dynamic company

Technical Skills:

Python, C/C++, Java, PHP, JavaScript, MySQL, UML, Linux

Domain Knowledge:

Amazon Web Services (AWS), Software lifecycle, Research methodologies, Technical and Art Driven Pipelines, Scalable and Distributed Systems, Management, Customer Service

Education:

Master of Software Systems: University of British Columbia	May 2012 Graduation
Master of Science, Visualization: Texas A&M University (VizLab)	Class of 2010
Bachelors of Art, Mathematics: University of California	Class of 2008

Work Experience:

Software Developer Intern: In Motion Technology, Vancouver, BC Sept. 2011– Dec. 2011

Linux based Python development for a complex release management tool with an SQL database back-end for generating on-board mobile gateway RPM package collections. Worked in a strict code review pipeline to fix outstanding bugs, and implement new features. Performed software requirements elicitation, analysis, design, implementation, and testing. Reverse engineered and extended database, providing full documentation of its software interactions. Created a Python utility to automate device configuration which used HTTP, SSH, and SCP protocols to deploy files and execute shell-code.

Teaching Assistant: Texas A&M University, College Station, TX Fall 2010

Provided in-class teaching assistance for two 30+ student sections of an undergraduate introductory programming course designed for visualization students. Tutored students on elementary Python and C language programming concepts in a Linux lab. Marked exams and homework.

Technical Support: Texas A&M University, College Station, TX Summer 2010

Troubleshooting and monitoring of render cluster job submissions. Remote support for help requests via an email based help queue system. Supported 3D artists within 16 seat Linux lab during an industry course hosted by DreamWorks Animation Studios. Used Python QT to create a GUI based job submission utility for rendering on the cluster, and ensuring correct user input.

Graduate Researcher: Texas A&M University, College Station, TX Fall 2008 - Spring 2010

Lead the software development of game play mechanics for a first person educational game that trained pre-service teachers about classroom management. Used the Source SDK within a Visual Studio project to modify scripted choreography entities to become randomized, allowing reuse of a single map for subsequent plays. This research help determine my Master's thesis.

