

Jesse Barry

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SUMMARY

First-year Honours BSc Computer Science (Co-op) student at the University of Ottawa with professional experience developing gamified rehabilitation software and independently publishing applications on the iOS App Store. Proficient in Swift, SwiftUI, Java, Godot/GDScript, and Python, with working knowledge of C#. Seeking software development opportunities to apply and expand programming experience.

EDUCATION

University of Ottawa

Honours BSc in Computer Science (Co-op)

*Ottawa, Ontario
September 2026 – Present*

Lasalle Secondary School

OSSD

Lancer Scholar -- maintained an 80%+ average throughout Grades 9-12.

*Sudbury, Ontario
September 2022 – June 2026*

Co-operative Education completed.

*Sudbury, Ontario
January 22nd, 2024*

WORK EXPERIENCE

Santa's Workshop

Team Leader

*Sudbury, Ontario
September 2023 – December 2023*

Led a team of classmates in operating a small business at the Lasalle Secondary Winter Craft Show, coordinating product creation, customer service, and team responsibilities.

IRegained

*Gamified Therapy Experience
Development*

*Sudbury, Ontario
September 2024 - October 2025*

Developed and programmed three gamified therapy experiences for the MyHand System, including an open-world game, rhythm game, and drawing game.

VOLUNTEER EXPERIENCE

Metso

*10 Hours - Computer Repair and Data
Removal*

*Sudbury, Ontario
November 2022*

Lasalle Secondary School

2 Hours - Lasalle Open House

*Sudbury, Ontario
February 2023*

Gore Bay Curling Club

8 Hours - Food Delivery

*Gore Bay, Ontario
August 2024*

SKILLS

Programming Languages: Swift, Java, GDScript, Python; working knowledge of C#

Frameworks and Tools: SwiftUI, Godot, Xcode, Git, GitHub

Technical Experience: iOS development, game development, UI development, debugging, and problem-solving

Professional Skills: Leadership, teamwork, written and oral communication

Training: WHMIS, Worker Health and Safety Awareness in 4 Steps, and AODA

PERSONAL PROJECTS

A+chiever - iOS Application (2024)

Swift, SwiftUI

- Designed, developed, and published A+chiever on the iOS App Store.
- Developed features including flashcards with 'Smart Study' modes, study timers, task management, AI-assisted tools, and a gamified companion system with experience points and virtual currency.

Time+Line - iPadOS Application (2025)

Swift, SwiftUI

- Designed, developed, and published Time+Line on the iOS App Store.
- Developed a digital calendar app that allows users to write, plan, and set reminders directly on individual days using Apple Pencil, combining the organization and convenience of a digital calendar with the flexibility and creativity of a physical calendar.
- Implemented support for text, shapes, images, and event countdowns.

uQuest - iOS Application

Swift, SwiftUI

- Served as the primary developer for uQuest, a group project created for the Hack The Hill III hackathon, implementing all the app's code while collaborating with teammates on concept, art, and visual design.
- Developed location-based side quests with custom maps, walking navigation, Gemini-created questlines, persistent progression, virtual currency, a marketplace, and customizable cosmetics for an owl companion.
- Prepared and distributed the app through TestFlight for hackathon testing and demonstration.

AWARDS

Proficiency Awards for Co-operative Education, Graphic Design, and Leadership

Lasalle Secondary School

Awarded for achieving the highest grade in each of these courses.

References available upon request.