ISAIAH SINCLAIR

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Kitchener, Ontario

EDUCATION

University of Guelph Sept 2021 - Apr 2026
Bachelor of Computing, Computer Science (Co-op) **GPA: 4.0** Guelph, Ontario
- Achieving an overall course average of 94.2%.
- Awarded the Dean's Scholarship in October 2023 for my academic achievements.

SKILLS

Languages: Java, C, JavaScript, Python, SQL, HTML/CSS, R, MATLAB
Additional Skills: Spring Boot, React, Docker, Kubernetes, Linux, Maven, Django, Git, JUnit, Statistics

WORK EXPERIENCE

Teaching Assistant Sept 2022 - Present
University of Guelph Guelph, Ontario
- Conducted office hours and lab sections, helping students learn C programming concepts such as pointers and memory allocation.
- Graded 150 assignments and over 350 labs throughout the Fall 2022 semester.

Software Developer Intern May 2023 - Dec 2023
NCR Voyix Waterloo, Ontario
- Increased input field configuration support by 23%, implementing changes with React.
- Enhanced an API by adding a feature that allows for customer overrides using Kubernetes and NCR's API Toolkit.
- Worked with my team lead to implement a fix for a race condition within automated testing, increasing green builds by 169%.
- Standardized UI configurations, deciding on configuration formats to reduce inconsistencies.
- Conducted interviews for intern applicants and reviewed resumes.

PROJECTS

Sinclair Molecule Viewer *C, Python, SQL, JavaScript, jQuery, HTML/CSS*
- Developed a full-stack application that manipulates molecule data stored in a database and visualizes molecules with vector graphics.
- Increased efficiency of back-end actions by implementing the data manipulation functionality as a C library.
- Used Python to make SQL queries to the molecule database.

Running Plan Generator *Java, JavaScript, Spring Boot, React, Maven, Bootstrap, Chart.js*
- Created a full-stack application that dynamically develops a training plan for a runner, customized to their current ability and goal.
- Implemented the back end with Spring Boot, creating a service component that algorithmically develops a training plan customized to the user.
- Developed the UI with React, displaying the generated training plan in table format and as a chart using Chart.js.

Classic 2D Board Games *Java, Swing, OOP*
- Programmed a GUI-driven object-oriented application to play classic board games with Java and Swing.
- Utilized inheritance and implemented an interface to reduce code duplication and make different classes conform to the same principles.

FinTrack *JavaScript, Python, React, Django, HTML, Bootstrap*
- Developed a full-stack expense tracker application, using Django for the back end and React, JavaScript and Bootstrap for the front end.
- Utilized a hash map implementation to aggregate expenses by category.

EXTRACURRICULARS

Author Mar 2018 - Feb 2023
Waking the Red
- Awarded the Sports Media and Sports Broadcasting Scholarship by the University of Guelph, for writing sports journalism articles on Toronto FC's #1 fan website.