

Jack Bishop

MATHEMATICS STUDENT

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Skills

Fluent In Rust, Python, Java, C, Racket

Experience With Angular, Typescript, HTML, CSS, Javascript, three.js, Kotlin

Projects

Simplex Shader

Fall 2018

- Created an animated 3D simplex noise shader with a variety of texture and mechanics options
- Made in three.js and WebGL

WiFu

May 2018

- Designed frontend with Angular for location-aware system built on top of a mesh network
- Second place at JamHacks 2

Experience

Engineering Outreach, University of Waterloo

Waterloo, ON

UNIVERSITY LEADER

May 2019 - Aug. 2019

- Designed, built, and programmed an Arduino-compatible game console, then led campers through the process of soldering and breadboarding the device
- Designed a week of Science and Technology activities for campers of grade 5-6
- Presented material over the course of six weeks in a relatable and engaging manner

Whispering River Orchestra

Parry Sound, ON

PRINCIPAL SECOND VIOLINIST

Apr. 2018 - Aug. 2018

- Performed in a series of concerts and taught violin playing to children from ages 6-12

Camp Français d'Escalade

Waterloo

AIDE-MONITEUR

July 2016 - Aug. 2016, July 2017 - Aug. 2017

- Led activities with groups of ~10 campers; interacted with campers in French
- Belayed campers while rock climbing

Perimeter Institute for Theoretical Physics

Waterloo, ON

VOLUNTEER

Sep. 2014 - June 2017

- Assembled "Planck's Constant" kits designed to teach elementary quantum mechanics
- Engaged in crowd control at lectures

Awards

Advanced Placement Physics 1 and 2

- Scored 5/5 and 4/5 on AP Physics exams

Kiwanis, First Place

- First place in list A, B, and C ARCT violin classes

Hackathon Awards

- Second Place, JamHacks
- Biggest Chungus Award, TerribleHack

Education

University of Waterloo

Waterloo, ON

BACHELOR OF MATHEMATICS IN MATHEMATICAL PHYSICS

April 2023