Mark Metcalf

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EDUCATION

High Point University — May 2027
B.S. in Computer Science, B.A. in Game Design — High Point, NC
GPA: 3.908
Honors: Millis Scholar Award, NSLS, Alpha Chi
Relevant Coursework: Advanced Programming With Data Structures, Discrete Structures, Database Systems, Computer Systems

WORK EXPERIENCE

High Point University — High Point, NC
Computer Science Tutor and Supplemental Instruction Leader — Sept. 2024 – Present
- Providing feedback to students to determine their understanding of programming concepts to assist them
- Guiding students through C++ programs and programming skills by hosting office hours for 4+ hours per week
- Reinforcing knowledge of programming concepts such as object-oriented programming and class constructors by explaining to students

High Point University — High Point, NC
Marching Panthers Sound and Tent Crew Captain — Aug. 2022 – Present
- Collaborating with marching band leadership for 100+ hours to practice and perform for freshmen-move in events, sporting events, halftime shows, and exhibitions
- Leading groups of 6+ people to help set up tents for the front ensemble as well as provide power for instruments and sound amplification equipment for 4 halftime shows

YMCA — Mocksville, NC
Teaching Assistant — May 2023 – Jul. 2024
- Engaged with 50+ first, second and third graders as well as middle schoolers by leading craft activities and collaborated with coworkers to ensure the children's safety
- Reported injuries and discipline reports to upper leadership to ensure a safe and welcoming environment

Boy Scouts of America Troop 575 — Advance, NC
Eagle Scout — Sept. 2015 – Jul. 2021
- Devoted 40 hours towards Eagle Scout Projects benefiting hometown of Mocksville, NC
- Led a group of 5+ Boy Scouts to move mulch and lay out tarp to guarantee the longevity and proper function of nature trail for Eagle Scout project

SKILLS

- C++ • Python • HTML • CSS • JavaScript • Visual Studio • Vim Editor • GitHub
- Unreal Engine