

Madilynn Wright

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SUMMARY

I am a third-year Combined Major in Science student at the University of British Columbia, specializing in Computer Science, Physics, and Earth & Ocean Sciences. I bring a strong foundation in programming, analytical thinking, and cross-disciplinary problem-solving, combined with a passion for building real-world solutions through collaborative, impact-driven projects.

EDUCATION

The University of British Columbia	Vancouver, BC
<i>BSc, CMS - Computer Science, Physics, and Earth and Ocean Sciences</i>	<i>Sept. 2023 – May 2027</i>
Relevant courses: Computation, Programs, and Programming; Models of Computation; Software Construction; Introduction to Computer Systems; Basic Algorithms and Data Structures; Introduction to Relational Databases; Intermediate Algorithm Design and Analysis; Elementary Statistics for Applications; Introduction to Data Science	

EXTRACURRICULAR ACTIVITIES

Web Developer @ UBC GIS	September 2025
<ul style="list-style-type: none">Developing and maintaining the UBC GIS website while building the annual conference site, applying responsive design and accessibility best practices for researchers and attendees	
Software Developer @ UBC Startups	August 2025
<ul style="list-style-type: none">Supporting the development and maintenance of the team's website and online presence, contributing updates that improve usability and outreach for student ventures.	
Frontend Team Lead @ UBC MINT (MOSS Project)	June 2025
<ul style="list-style-type: none">Leading frontend development on the MOSS project by assigning tasks, running team meetings, and aligning progress with project goals while coordinating with backend and design leads.	

SKILLS & INTERESTS

Tools/Technologies: Visual Studio Code, GitHub, Jupyter Notebook, React, Swing (Java GUI), Figma

Programming Languages: Java, C++, Python, R, C, TypeScript, JavaScript, HTML, CSS, x86 Assembly, LaTeX

Soft Skills: time management, organization, planning, communication, interpersonal skills, detail-oriented, team coordination, collaboration

PROJECTS

MINT Open Source System (MOSS) – UBC MINT	June 2025 - Present
<ul style="list-style-type: none">Frontend developer and now team lead on an open-source neurotech platform for real-time brainwave data collection, processing, and visualization. Built responsive, user-facing components with TypeScript and currently lead the frontend team by assigning tasks, running meetings, and coordinating with backend and design leads.	
Arc'onnnect – Your window into the Arc'teryx community	April 2025
<ul style="list-style-type: none">Led frontend development in a team project to build a Chrome extension using React, HTML, CSS, and JavaScript during a 24-hour hackathon; designed and implemented an intuitive UI to connect users with Arc'teryx community events and programs, with prototypes created in Figma to guide development.	
LitLog – A reader's best friend	November 2024
<ul style="list-style-type: none">Used VSCode to develop a Java-based personal library management system designed to help users organize, track, and review their book collections, integrates a user-friendly Swing GUI providing seamless navigation.	
Red Wine Quality Prediction Model	April 2024
<ul style="list-style-type: none">Collaborated with my team to use R and Jupyter to develop a machine learning model using the K-Nearest Neighbors (KNN) algorithm to predict the quality of red wine based on quantifiable properties.	