

# Madilynn Wright

Toronto, ON | Vancouver, BC | (289) 388-7455 | [madilynnwright@icloud.com](mailto:madilynnwright@icloud.com) | <https://github.com/MaddieWright>

## SUMMARY

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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

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### The University of British Columbia

Vancouver, BC

*BSc, CMS - Computer Science, Physics, and Earth and Ocean Sciences*

*Sept. 2023 – May 2027*

**Relevant courses:** Computation, Programs, and Programming; Models of Computation; Software Construction; Introduction to Computer Systems; Calculus I/II/III; Matrix Algebra; Elementary Statistics for Applications; Introduction to Data Science

## EXTRACURRICULAR ACTIVITIES

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### MINT @ UBC

June 2025

*Frontend Developer*

*Vancouver, ON*

- Frontend Developer on the MINT (MOSS) team, building open source neurotech software using React to develop scalable, user-facing components and integrate backend systems for neuroscience data interaction.

### WiCS @ UBC

April 2024

*Hackathon Volunteer*

*Vancouver, ON*

- Volunteer for hackathon events hosted by WiCS and WiDS at UBC. Help set up meals, answer participants' questions, and help with tech support during the judging processes.

## AWARDS & CERTIFICATIONS

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### OPG Secondary School Student Achievement Award (SSSAA)

June 2023

- Awarded the OPG Secondary School Student Achievement Award for academic excellence (3.3+ GPA), leadership skills, and community involvement, with a focus on science and technology.

### Business Endorsement Certificate

June 2023

- Associated with Ontario's Specialist High Skills Major (SHSM) program in business. Acknowledges students' specialized training and practical experience in the business sector, supporting transitions to post-secondary education or the workforce.

## SKILLS & INTERESTS

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

**Programming Languages:** Java, 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

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### Arc'onnct – Your window into the Arc'teryx community

April 2025

- 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

- 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

- 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.