Madilynn Wright

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EDUCATION

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; Basic Algorithms and Data Structures; Introduction to Relational Databases; Intermediate Algorithm Design and Analysis; Elementary Statistics for Applications; Introduction to Data Science

EXTRACURRICULAR ACTIVITIES

Frontend Team Lead   Sept. 2025 – Present
UBC Multifaceted Innovation in NeuroTechnology (MINT)   *Vancouver, BC*
- Lead full-stack development for MOSS, collaborating with frontend, backend, and design teams on a neurotech platform for real-time brainwave visualization.
- Implement features using TypeScript, React, and REST APIs to integrate backend data streams.
- Manage frontend team through GitHub, conduct code reviews, and maintain UI/UX and system consistency.

Web Developer   Sept. 2025 – Present
UBC Girls in Steam (GIS)   *Vancouver, BC*
- Developing and maintaining the organization's website and annual conference site using HTML, CSS, JavaScript, and React.
- Implementing responsive design and accessibility standards while managing source control and deployment through GitHub.
- Collaborating with design and content teams to ensure usability and accurate representation of event information.

Software Developer   Aug. 2025 – Present
UBC Startups   *Vancouver, BC*
- Contributing to UBC Startups' online platforms using React, JavaScript, and CSS, enhancing usability and visual consistency across pages.
- Supporting collaborative development and task tracking through GitHub and Jira, helping the team streamline updates and communication.

Frontend Developer   June 2025 – Sep 2025
UBC Multifaceted Innovation in NeuroTechnology (MINT)   *Vancouver, BC*
- Built interactive frontend components using TypeScript, React, React Flow, and WebSocket for real-time neurodata visualization.
- Collaborated with backend developers to integrate API endpoints and streamline data communication between system layers.
- Improved codebase scalability and team workflow using GitHub for version control and pull request reviews.

Hackathon Volunteer   April 2024
UBC WiCS & WiDS youCode   *Vancouver, BC*
- Assisted with event setup, participant support, and technical troubleshooting during hackathon judging.

EXPERIENCE

Customer Service Representative   June 2024 – Sept. 2025
The Beer Store   *Pickering, ON*
- Provided exceptional service to customers and ensured a positive shopping experience. Primary responsibilities included assisting customers with their purchases, handling transactions, and maintaining a clean and organized store environment.

Projects | personal portfolio

MINT Open Source System (MOSS) | *TypeScript, React, Figma, Git, REST API*   June 2025 – Present
- Frontend developer and current team lead for an open-source neurotech platform enabling real-time brainwave data collection, processing, and visualization.
- Built responsive, user-facing components and coordinated frontend development with backend and design teams.
- Lead weekly meetings, assign tasks, and ensure design–implementation alignment across the team.

Arc'onnect | *React, HTML, CSS, JavaScript, Figma*   April 2025
- Led frontend development during a 24-hour hackathon to build a Chrome extension connecting users with Arc'teryx community events and programs.
- Designed intuitive UI prototypes in Figma and implemented them into a functional browser extension.
- Collaborated with a cross-functional team to deliver a working demo within 24 hours.

LitLog | *Java, Swing, JUnit, VSCode, Git*   November 2024
- Developed a Java desktop application for personal library management, allowing users to organize, track, and review their book collections.
- Designed and implemented a user-friendly Swing GUI with smooth navigation and visual feedback.
- Structured project using object-oriented design principles to support scalability and code readability.

Red Wine Quality Prediction Model | *R, Jupyter, KNN*   April 2024
- Collaborated on building a machine learning model using K-Nearest Neighbors (KNN) to predict red wine quality from measurable attributes.
- Preprocessed datasets and evaluated model performance through accuracy metrics and visualizations in R.

Awards

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.

Skills & Interests

Languages: Java, Python, C, C++, R, SQL (PostgreSQL), TypeScript, JavaScript, HTML/CSS, x86 Assembly, LaTeX

Frameworks: React, Node.js, Swing, JUnit, Tailwind CSS, REST APIs

Developer Tools: Git, GitHub, VS Code, Jupyter Notebook, Figma, Docker (basic)

Libraries: pandas, NumPy, Matplotlib