

Matthew Kolesnik

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Education

Bachelor of Technology, Automation Engineering Technology

Expected Graduation Date: April 2029

- Working toward 3 simultaneous credentials, an undergraduate degree from McMaster's Faculty of Engineering, an advanced diploma in Chemical Engineering technology and an ACBSP-and CIM-accredited Business Management Certificate
- Recipient of the Engineering Award of Excellence (\$3,000) and the BTech Entrance Award (\$2,000) for high academic achievement

Experience

Siemens Canada and Corporations for Community Connections – Oakville, ON

August 2023

IT Equipment Refurbishment (for donation) - Volunteer

- Collaborated in a team setting to refurbish and configure 100+ laptops, ensuring they met corporate standards for donation to local charities.
- Demonstrated attention to detail and technical knowledge while performing hardware/software diagnostics and quality checks.

City of Toronto – Toronto, ON

Sept 2023 – August 2024

Swimming Instructor/Lifeguard

- Instructed beginner and intermediate swimmers in group and private lessons, fostering water safety, confidence, and technical proficiency.
- Maintained consistent communication with parents, providing weekly updates to support swimmer development and program satisfaction.
- Coordinated with fellow instructors to deliver engaging, inclusive, and safe learning environments, demonstrating teamwork and dependability.

Projects

Course Management System | C++

[github/Course-Management-System](https://github.com/MattheKole/Course-Management-System)

- Developed a console-based application to manage university courses, simulating required, elective, and lab classes using inheritance and polymorphism.
- Designed a flexible system to load course data from external files, display timetables, and manage student enrollment. Integrated file I/O for real-time course lookup and used class hierarchies for modular course representation.

Minesweeper | Java

github.com/MattheKole/MineSweeper

- Developed a Minesweeper game in Java with randomized bomb placement and interactive flagging mechanics. Implemented dynamic grid updates and bomb detection for a seamless user experience.
- Modularized the codebase using object-oriented programming principles, leveraging reusable utility functions for rendering and logic operations.
- Enhanced gameplay by integrating real-time feedback and a timer feature to track performance.

Extracurricular Activities

First-year Representative of MUSA (McMaster Ukrainian Student Association)

Sept 2024 - Present

- Promoted the association, recruited new members, supported and assisted in event planning, and advocated for first years in monthly meetings.

Skills

Technical Skills: Java, C++, Github, Visual Studio Code and Community

Relevant Courses: Electricity and Electronics, Analytical Chemistry, Foundations of Business, Object Oriented Programing

Computer Proficiency: Microsoft Office (Excel, Word, PowerPoint, Teams, Outlook) and virtual meeting tools

Certifications: Principles of Healthy Child Development, Emergency First Aid Instructor, Standard First Aid with CPR-C