

Curtis Barlow-Wilkes

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EDUCATION

BACHELOR OF COMPUTER SCIENCE MAJOR (HONOURS & CO-OP)

SEPT 2014 - PRESENT

- *Carleton University, Ottawa, ON*

Second year standing 11.17/12 CGPA equivalent to A

Entrance Scholarship 2014 - 2015

J. Lorne Gray Scholarship 2015 – 2016

Expected graduation date April 30th 2019

AVAILABILITY

Available for 4 months beginning May 2015

TECHNICAL SKILLS

Languages

Completed computer science courses at Carleton University in which were taught Java, C and C++ and created various applications to develop a proficiency in these languages

Completed high school computer science classes taught in VB and C# as well as developed many personal projects in C# to develop a proficiency in these .NET languages

Currently Learning JavaScript, Node.js and MongoDB in my Fundamentals Web Applications class to learn JavaScript centric web development

Platforms

Use Microsoft Windows on a daily basis with experience in XP, 7, 8/8.1 & 10 establishing a strong competency in the Platform

Explore and develop software in various Linux distros such as Ubuntu and Debian constantly expanding my knowledge pertaining to Linux-based operating systems

Gained working knowledge of the OSX operating system by handling computer maintenance tasks for family members so they can use their Apple computers without any problems

COMMUNICATION SKILLS

Helped plan and present a yearly budget to the Carleton University Students Association on behalf of the Carleton Chess Club to obtain appropriate funding for the club

Gave chess lessons to beginner and intermediate chess players resulting in a dramatic increase in their playing skill over time

Completed multiple group programming projects where we designed and discussed the architecture and implementation successfully created Probe using TCP, a basic bookstore management system, etc.

PROGRAMMING SKILLS

Created applications exploring inheritance and polymorphism in an outfit generation assignment to establish a firm understanding of Object-Oriented Programming

Built and analyzed in great detail data structures and algorithms such as SkipLists, Heaps, Treaps, 2-4 Trees, HashTables, Quick Sort, Bucket sort, AlphaBeta Pruning, etc. to calculate master concepts such as time and space complexity

Tested students' software by developing thorough test cases to accurately mark assignments as a TA, and used software such as Valgrind to successfully track down memory leaks to developing strong software testing skills

WORK EXPERIENCE

TEACHING ASSISTANT

SEPT 2015 – DEC 2015

- Carleton University, Ottawa, ON

Marked assignments of Computer Science students, testing for bugs, giving constructive feedback to help them improve their programming skills

Met with students one-on-one and in groups during office hours to improve their understanding of concepts taught in class

Proctored tests preventing people from being able to cheat and thus successfully ensuring a honest and fair of assessment of each students skills and abilities

APPLIED PROJECTS

OTHELLO ENGINE – SAURUS

APR 28th 2015

Developed an Othello playing application in C# using Microsoft Visual Studio 2015, It was made with and achieved the goal of being much more competitive than the average human or artificial Othello player

TETRIS VARIANT: HATRIS

MAY 23rd 2015

Designed my own implementation of Hatris a variant of Tetris that follows the same rules as Tetris but also calculates the worst possible block to give the user in an effort to increase the difficulty of the game

INFIX TO POSTFIX NOTATION

NOV 14th 2015

Created a program in Java that takes any arithmetic expression in infix notation using unary and binary operators and builds a binary search tree from it then traverses the tree and outputs the same arithmetic expression in Postfix notation

EXTRA-CURRICULAR ACTIVITIES

President of the Carleton Chess Club

SEPT 2015 – PRESENT

2014 u1900 Grand Prix winner in the Eastern Ontario Chess Association

Passion for hiking, biking and exploring
