

Adam Vandolder

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EDUCATION

Waterloo, ON Master of Mathematics in Computer Science	University of Waterloo	September 2021 – August 2023
Windsor, ON Bachelor of Computer Science (Honours) Bachelor of Mathematics (Honours) Minor in Statistics	University of Windsor	September 2016 – April 2021

EXPERIENCE

Software Engineering Intern Worked on the SpiderMonkey team during Summer 2020 to implement support for up-and-coming JavaScript features. Collaborated with co-workers and fellow TC39 committee members in order to refine the specification of the Iterator Helpers proposal, all the while adding the proposed functionality into Firefox. Created an experimental implementation of both static and instance private methods for JavaScript classes.	Mozilla	May 2021 – August 2021
Teaching Assistant Assisted in teaching COMP3220, COMP2310, and COMP1410. Ran labs for first-year students, answering questions and providing feedback. Participated in the marking of assignments, midterms, and final exams.	University of Windsor	May 2019 – April 2020
Computer Science Tutor Provided free tutoring sessions available to undergraduate Computer Science students.	University of Windsor	May 2019 – August 2019
Engineering Practicum Intern Worked with the Gmail Web Offline team to give users more control over the offline syncing process. Developed a method to estimate & display the remaining syncing time using Javascript/HTML/CSS/Java.	Google LLC	May 2018 – August 2018
Undergrad Research Assistant Assisted in the development of a GUI for a differential equation solver using C# in Visual Studio.	University of Windsor	September 2017 – April 2018

PROJECTS

CourseFinder

Developed a web application in order to provide an alternate way for University of Windsor students to find and plan their courses, with greater flexibility than the current official site. Built the backend using Python and the Django web framework, and assisted in creating the frontend using Javascript, HTML, and CSS. Designed the data model using SQLite and Django's ORM.

rust_lua

Built a minimalist interpreter for a subset of the Lua programming language in Rust.

Tetrominoes

Built a functional Tetris clone in an effort to better understand how to program in Rust.

TermChat

Designed and implemented a terminal-based chat server and client, communicating via TCP. Built with Python using the socket and curses libraries.

COMPETITIONS

Hack the North 2019 - Participated in the Hackathon held at the University of Waterloo

CS Games 2019 - Participated in the Montreal-based competition on the University of Windsor Team A

Communitech Code to Win 2018 - Top 10 in the Preliminary Code Challenge, attended Finals in Waterloo

ACM ICPC 2017, 2018 & 2019 - Best performing University of Windsor team in both Local and Regional competitions

TECHNICAL SKILLS

Programming Languages: Python, C, C++, JavaScript, Lua, Rust, Haskell, OCaml
Tooling: Linux, Git, Mercurial, Bash, Django, SQLite, Protocol Buffers, React.js