

Adam Vandolder

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EDUCATION

Windsor, ON	University of Windsor	September 2016 – April 2021
Bachelor of Computer Science (Honours), Bachelor of Mathematics (Honours)		
<ul style="list-style-type: none">Currently entering fourth year of studyGPA: 4.00, Cumulative average: 94.2%		

EXPERIENCE

Teaching Assistant	University of Windsor	May 2019 – Present
<ul style="list-style-type: none">Assisted in teaching COMP-1410 in Summer 2019, COMP-2310 in Fall 2019		
Computer Science Tutor	University of Windsor	May 2019 – August 2019
<ul style="list-style-type: none">Provided free tutoring sessions available to all University of Windsor Computer Science students		
Engineering Practicum Intern	Google LLC	May – August 2018
<ul style="list-style-type: none">Worked with the Gmail Web Offline team to create a better user interface for the offline syncing processDeveloped a method to estimate and display the remaining syncing time using Javascript, HTML, CSS, and Java, alongside Protocol Buffers and the Closure Library		
Undergrad Research Assistant	University of Windsor	September 2017 – April 2018
<ul style="list-style-type: none">Assisted in the development of a GUI for a differential equation solver using C# in Visual Studio		

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.
- Utilized Agile methods to work through the Software Development Lifecycle.

av-lang

- Built a minimalist interpreter for a custom C-like programming language, currently dubbed av-lang.
- Written in C++, currently has functional lexical analysis and parsing, with codegen using LLVM in-progress.

Tetrominoes

- Built a functional Tetris clone in an effort to better understand how to program in Rust.
- Utilized the GGEZ game framework, along with the SPECS entity-component-systems library.

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

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

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

TECHNICAL SKILLS

Programming Languages: Python, C, C++, Java, JavaScript, Lua, Rust, Haskell

Tooling: Linux, Git, Bash, Visual Studio, Django, SQLite, Protocol Buffers

VOLUNTEER EXPERIENCE

Multimedia Volunteer	Antioch Christian Ministries	June 2014 – April 2018
<ul style="list-style-type: none">Operated and managed computers, TVs, and projectorsAssisted in training new volunteers on multimedia software (Powerpoint, etc.)		