

# Adam Vandolder

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## EDUCATION

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

## EXPERIENCE

<b>Computer Science Tutor</b>	<b>University of Windsor</b>	<b>May 2019 – Present</b>
<ul style="list-style-type: none"><li>• Provided free tutoring sessions available to all University of Windsor Computer Science students</li></ul>		
<b>Teaching Assistant</b>	<b>University of Windsor</b>	<b>May 2019 – Present</b>
<ul style="list-style-type: none"><li>• Assisted in teaching COMP-1410 in Summer 2019, COMP-2310 in Fall 2019</li></ul>		
<b>Engineering Practicum Intern</b>	<b>Google LLC</b>	<b>May – August 2018</b>
<ul style="list-style-type: none"><li>• <i>Technologies Used:</i> HTML, CSS, Javascript, Java, Closure Library &amp; Templates, Protocol Buffers</li><li>• Worked with the Gmail Web Offline team to implement a better user interface for the offline syncing process</li></ul>		
<b>Undergrad Research Assistant</b>	<b>University of Windsor</b>	<b>September 2017 – April 2018</b>
<ul style="list-style-type: none"><li>• <i>Technologies Used:</i> C#, WinForms, Visual Studio</li><li>• Assisted in the development of a GUI for a differential equation solver</li></ul>		

## 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 being a WIP.

### 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.

## COMPETITIONS

**Hack the North 2019** - Will be attending the UWaterloo hackathon held from September 13 to 15.

**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** - Best performing University of Windsor team in both Local and Regional competitions

## TECHNICAL SKILLS

*Programming Languages:* Python, C, C++, Java, JavaScript, Lua; *Some experience:* C#, Rust, & Haskell

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

## VOLUNTEER EXPERIENCE

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