

Callum Sharrock

COMPUTER SCIENCE & MATHEMATICS · SOFTWARE ENGINEER

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Overview

"Passion and obsession, even talent, are only useful if you have the work ethic to back them up" (David Goggins)

The rituals and habits which surround us determine the person we become more so than our intentions. Therefore, I focus on creating intentional habits conducive to my overarching mission: to combine technology and leadership to solve problems worth solving in relation to space, the environment, and learning.

Education

The University of Toronto

St. George Campus

H.B.SC. SPECIALIZING IN COMPUTER SCIENCE AND MAJORING IN MATH | 3.97/4.0 GPA | TECHNOLOGY LEADERSHIP INITIATIVE

2020 - present

Selected as one of 24 students into the fourth Cohort of the Technology Leadership Initiative (TLI) for students interested in the challenge of a program that offers industry-integrated classroom learning, tailored leadership training for technologists, and industry internships.

Work Experience

IncrementOne

Vancouver, B.C. (remote)

CONTRACT SOFTWARE DEVELOPER

May 2021 - Present

- Created a survey and graphing application that allows users to better understand their company culture.
- Presented personal experience with agile delivery methods to demonstrate and explain applicability in school environments.

Xaxxon Technologies

Vancouver, B.C.

CONTRACTOR

Dec 2020 - Jan 2021

- Assembled robots for use in customer manufacturing environments for the clients such as universities and home security.
- Worked on a machine learning framework to detect objects from a live video stream for the purpose of home security.

Capilano University Bootcamp

Vancouver, B.C.

ASSISTANT TEACHER

Aug 2018 - Aug 2019

- Taught game design to two cohorts (30 students) as part of a summer bootcamp program at Capilano University and the Digital Media Academy.
- Introduced agile delivery methods into students' workflow, helping to structure the goals and work routines of 200+ students.

Skills

Technical Python, matplotlib, Java, Django, AWS, PyTorch, ROS, LaTeX, Unreal Engine, 3D Printing, CNC, Arduino, React, Circuitry

Other Leadership (TLI), Agile Organizational Methods (Certified Scrum Master), Public Speaking

Volunteer Experience

Robotics for Space Exploration (RSX)

Toronto, ON

AUTONOMY SUB TEAM

2021 - present

- Created a simulated environment for the testing of code, design and functionality of a Mars rover purposed for colonization.

Computer Science Student Union (CSSU)

Toronto, ON

MEMBER & ORIENTATION EXECUTIVE

2021 - present

- Organized and facilitated orientation events for the 2021 Computer Science cohort at the University of Toronto.

Digital Media Academy (DMA)

Vancouver, BC

CORE MEMBER & STUDENT REPRESENTATIVE

2017 - 2020

- Representative selected to showcase my projects to the United Nations, who visited only 2 schools in Canada as part of the OECD's Future of Education and Skills 2030 initiative to demonstrate the successes of a self-directed learning approach.

Awards & Certificates

2021/22 **Dean's List Scholar**, cGPA higher than 3.50 at the University of Toronto

2021 **Certified Scrum Master (CSM)**, a class in the methodologies and values of Scrum.

2020 **BC Excellence Award**, 1 of 50 Students in British Columbia awarded for overall excellence.

2020 **Provincial Leadership Award**, awarded to those who demonstrate an innate aptitude towards leadership.

2019 **BMO Community Service Award**, 1 of 10 students in British Colombia to positively change their community.

2019 **UofT National Book Award**, awarded to students with exceptional achievement in a broad context.