JOHN FISH

147 Moore Ave. S., Waterloo, Ontario, N2J 1X4 | john@johnafish.ca | 519-884-5652

OBJECTIVE

Obtain a position as a paid high school intern in the software engineering and computer science industry.

SKILLS & ABILITIES

My skills include: Leadership, Initiative, Creativity, Responsibility, App Development, Programming (Python, C++, Javascript/HTML5, and anything you can throw my way), Developing Classroom Material, Robotics, Adaptability, and Communication.

EXPERIENCE

CATALYST VOLUNTEER ESQ
JULY 2014 – AUGUST 2014

I was active as a volunteer in the Newton camp for two weeks. I worked with my University and Highschool leaders to teach soldering, dissection, and many more activities as well as leading a lesson on surface tension for which students created fluorescent slime.

CHEF VOLUNTEER SUMMER CHEF SCHOOL
AUGUST 2014

I worked with local chef Bryan Izzard to teach basic technique and kitchen skills to children ranging from age 6-13. I have previously worked with Bryan at charity dinners, and on a Kidsability venture.

HIGH SCHOOL VOLUNTEER ENGINEERING OUTREACH
OCTOBER 2014 – NOVEMBER 2014

I worked alongside Eric Gemnay under Patrick Laflamme as one of the leaders for an after-school programming NXT club. While there, the camp was featured in *The Globe and Mail*. I taught lessons and helped kids learn the fundamentals of robotics and programming.

ARDUINO PROGRAM LEADER ENGINEERING OUTREACH
JANUARY 2015 – MARCH, 2015

I worked alongside Eric Gemnay with the supervision of Patrick Laflamme and developing an after-school club curriculum for Arduino. Eric and delivered the curriculum for nine weeks throughout January and March of 2015.

HIGHSCHOOL LEADER ESQ
JUNE 2015 - CURRENT

I currently am working fulltime for Engineering Science Quest. My job entails creating and delivering curriculum related STEM resources.

EDUCATION

SIR JOHN A MACDONALD, WATERLOO
In my grade 9 year I achieved the “Gold Honours” award, which translates to highest average in my grade (a 97%). I also won the citizenship award, which is voted on by peers and by teachers. In my grade 10 year, I finished with a 97.3%. This included a 99% in AP Advanced Functions – a two year accelerated math course. This also includes a 100% in grade 11 Computer Science.

QCSYS, WATERLOO
The Quantum Cryptography School for Young Students (QCSYS) is an international program run in Waterloo by Martin Laforest in affiliation with the Institute for Quantum Computing. I attended the school in August of 2015, where we learned undergraduate and graduate concepts related to the mathematics of quantum mechanics.

COMMUNICATION

I like to think of myself as a great communicator, as I am able to get my point across in person clearly and eloquently. Not only that, but I have used digital media in the past exceptionally well when marketing my apps – arranging feature articles on websites that brought in 4 figure daily downloads.

LEADERSHIP

I'm on the executive board of my school's juggling club, I am a school tutor and an executive on my school's tutoring club, I am an executive on my school's science club, I was considered the team leader for cross country on a team that qualified to OFSAA, and I have worked with many children before in both a volunteer and a paid capacity. I have also led multiple student development teams for different projects.

PROJECTS

FLASH MATH PERSONAL
NOVEMBER 2014

Flash math is an educational web application based on the concept of flash card learning. It was developed over a weekend, and is available on both blackberry and android platforms.

GPS FOOTPRINT CWSF
JANUARY 2015 – MAY 2015

GPS Footprint was a project that I worked on for the Canada Wide Science Fair (CWSF). It is a blackberry application written in HTML5/Javascript that tracks a user's location data throughout the day via GPS and translates the distance travelled and method of transportation into carbon emissions data.

OTHELLO PERSONAL
JUNE 2015

I wrote Othello for my summative computer science project. The game is a simple recreation of the popular game Othello, with a successfully implemented minimax AI opponent.

MUSETATION TECH RETREAT
AUGUST 2015

Musetation was my very first hackathon experience, at tech retreat 2015. My partner Alex Foley and I developed a social meditation application for Muse that utilizes binaural beats to stimulate alpha (relaxation) brain waves. It was an 8 hour project and I handled the frontend and Muse communications including binaural beat generation and social sharing.

AWARDS

PERSONAL AWARDS

- Provincial track medals (2 gold, 3 silver, 3 bronze)
- 2015 CWSF selectee
- 2015 WWSEF Gold Medallist
- 2015 "Best in Environmental Science" WWSEF

SCHOOL AWARDS

- 10+ CEMC Certificates of Distinction
- 4 top course average medallions
- Gold honours 2014
- Citizenship award 2014
- Cumulative in school average of 97.1%