

KATHLEEN MCCULLOCH-COP

CONTACT

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EDUCATION

Software Engineering, Honours (Co-Op)

Math, English Minors

Expected Graduation May 2022, University of Guelph, Guelph, ON

TECHNICAL & APPLICABLE SKILLS

Programming Languages: C, HTML, CSS, SPARQL, XSLT, XML, RDF, Javascript, Python, Perl, C#

Operating Systems: MAC OSX, Windows, Debian Linux

Development Tools: Trello, Github, Slack, Unity

Development Practices: Knowledge of Agile, Waterfall, and SCRUM methodologies, experience with pair programming

Software and Applications: MS Office, Google Drive

Languages: English, French - Achieved DELF B2 level

(Independent User)

Other Skills: Extremely experienced in leadership, team management, organization, time management

PROJECTS

BUSY BEE

- 2D platformer game created at GI Waterloo Game Jam 2019
- Move the bee through levels to collect all the flowers!
- Created using Unity, C#

PERSONAL WEBSITE

- Website containing contact information, co-op work term reports, resume, and link to github profile
- Created using HTML, CSS, Bootstrap

SYNONYM BUNS

- Editor for resumes and cover letters, finds weak descriptors and recommends stronger phrases
- Created using HTML, CSS, Bootstrap, C

POSTURE BOT

- Twitter bot (@situpstr8bot) that tweets posture reminders once every half hour
- Created using Python, Tweepy API

CONFERENCES

- Attended Leadership Conferences at the University of Guelph, Fall 2017, Winter 2018, Winter 2019
- Attended and presented at Fall 2018 Leadership Conference at the University of Guelph
- Attended Canadian University Software Engineering Conference 2018 in Montreal

HACKATHONS

- Award winner at Ellehacks 2019 at York University
- Participated in GI Waterloo Game Jame Spring 2019 at University of Waterloo
- Participated in Electric City Hackathon 2017 at Trent University

WORK EXPERIENCE

USER EXPERIENCE RESEARCH STUDENT

LINCS Project, University of Guelph, Guelph, ON | May - August 2020

- Researched and evaluated over 50 open-source tools, software, interfaces, and APIs
- Presented findings on usability of different tools and software, as well as recommendations on which to use and why
- Performed user testing and evaluations on softwares, and assembles those findings into reports and presentations
- Documented efficient and useful workflows for projects under LINCS to use for more efficient research strategies
- Reviewed and re-wrote documentation for different tools, softwares, and interfaces

TEACHING ASSISTANT

School of Computer Science, University of Guelph, Guelph, ON | Jan -Apr 2020

- Prepared materials for and a weekly class of 30+ students in practice problems
- Worked with other teaching assistants to ensure assignments and tests were graded on time and with consistent criteria
- Led office hours where students could meet with me for one-on-one assistance with the course material
- Ensured assignments and quizzes created by professor aligned with curriculum expectations and solutions were correct

STUDENT CONSULTANT - HELP CENTRE

Computing & Communications Services, University of Guelph, Guelph ON | Apr 2019 - Apr 2020

- Communicated across teams to effectively troubleshoot and solve problems
- Familiarized self with details of multiple computer systems and softwares
- Contributed to knowledge base articles of documented solutions to common problems

VOLUNTEER EXPERIENCE

MOUNTAIN HALL PRESIDENT

Interhall Council, University of Guelph, Guelph ON | Apr 2018 - April 2019

- Planned and organized over 5 large scale events over Orientation Week and 8 more throughout the fall and winter semesters
- Collaborated with and managed a small team to complete projects together
- Attended 7 different committees to ensure students' opinions and concerns were heard

WORKSHOP & EVENT VOLUNTEER

Go Code Girls, University of Guelph, Guelph ON | Feb. 2019, 2020

- Worked within a team to setup, facilitate, and take down event
- Assisted two programming workshops in Scratch and HTML, acting as resource for attendees' questions or problems