Mason Wooldridge

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Education

The University of Kentucky	GPA: 3.75 / 4.00	Expected Graduation: May 2026

Bachelor of Science in Computer Science, Mathematics, and Mathematical Economics

Awards: Dean's List, National Merit Finalist, $40,000 Gatton Academy Scholarship, University of Kentucky Presidential and Engineering Scholarships

Relevant Skills: Java, C++, HTML, CSS, JavaScript, C, MATLAB, Python, Swift, GitHub

Work Experience

- *Computer Science Lab Assistant*   *University of Kentucky*   *August 2024 – Present*
  - Evaluated and graded coursework, providing detailed feedback to maintain high academic standards while supporting student learning.
  - Mentored students during lab sessions and office hours, helping them understand complex concepts, debug code, and develop problem-solving skills.

- *Mathskeller Undergraduate Assistant*   *University of Kentucky*   *August 2024 – Present*
  - Supported students in a collaborative learning environment, ensuring they grasp course material.
  - Demonstrated knowledge of a variety of math courses by helping and tutoring students.

- *Engineering Teaching Assistant*   *University of Kentucky*   *August 2024 – Present*
  - Assisted first-year engineering students by offering guidance on project development.
  - Managed open lab sessions, providing additional assistance and mentoring to students outside of regular class hours, allowing for more personalized feedback.

- *Stocker*   *Kroger*   *May 2024 -- August 2024*
  - Restocked shelves, organized inventory, and maintained a clean store environment.
  - Guided customers with locating products and ensured a great shopping experience.
  - Collaborated with co-workers to efficiently complete daily tasks.

Projects

- *Portfolio Website*
  Personal portfolio website to showcase coding skills and provide additional info beyond my resume.

- *Who Wants To Be A Millionaire Game*
  Developed an interactive game website featuring dynamic question progression and score system.

- *To Do List App*
  Created a to-do list app for IOS for daily and one-time tasks with dynamic displays and reward system.

- *Pyraminx Solver using A**
  Implemented a Pyraminx in C++ and developed a heuristic that A* uses to solve in minimum moves.