

MALCOLM WRIGHT

Stratford, Ontario · wrightmbw01@gmail.com · 519-703-2472 · mbw101.github.io
github.com/mbw101 · in/malcolmbwright

EDUCATION

University of Guelph Bachelor of Computing Computer Science (Co-op) <i>GPA: 4.0/4.0 cumulative</i>	Guelph, ON, Canada 2019 - 2024 (expected)
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EXPERIENCE

School of Computer Science - University of Guelph <i>Teaching Assistant for CIS 1500: Introduction to Programming</i>	Guelph, ON September 2020 - Present
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- Teaching introductory concepts of computer science: variables, scope, control structures, arrays, strings, and Unix
- Marking labs, lab exams, and programming assignments in a class size of approximately 800 students
- Leading labs sessions and office hours to help answer student questions
- Participating in weekly team meetings with the professor and fellow teaching assistants

Engineering Central - Stratford Central <i>High School Robotics Team Leader</i>	Stratford, ON & Collingwood, ON October 2018 - February 2019
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- Developed robot controls using RobotC which contributed to an increase in our robot movement and arm performance that assisted in being more time-efficient in competition
- Worked effectively as a team to reach team goals and meet competition rules and standards
- Organized and communicated in future team meetings with fellow team members on Discord
- Competed in the Vex Robotics Turning Point competition at Jean Vanier Catholic High School

SKILLS

Languages:	C#, Java, C, C++, HTML/CSS, JavaScript, Python, Kotlin
Frameworks/Tools:	Bootstrap, Vue.js, Node.js, Express.js, Git, Bash
Collaboration:	GitHub, Gitlab, Slack, Zoom
Operating Systems:	Windows, Debian, Linux, macOS

PROJECTS

Lawn Companion *Kotlin*

Developing an Android app to help with optimal Lawn Care needs written in Kotlin. Gaining an understanding of Kotlin and Android development

NBA Trivia Web App *Node.js, JavaScript, HTML/CSS, Bootstrap, JSON*

Developed a full-stack NBA trivia web app allowing users to test their general knowledge of the NBA. Used Node.js to create the back-end for accessing questions and HTML/CSS and Bootstrap for the front-end. Gained valuable experience in back-end development and further experience in front-end

Pac-Man *C#, JSON*

Created an enjoyable Pac-Man clone in C# with Windows Forms and JSON. Increased knowledge of object-oriented programming and software design principles

Snake *C#*

Built a Snake clone in C# utilizing introductory object-oriented programming principles

AWARDS

Tim Hortons Scholarship Wrote an essay about one word that described Tim Hortons, and how it represents the Tim Hortons brand. 1 of 200 successful recipients in Canada of Tim Hortons scholarship	Tim Hortons August 2019
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University of Guelph - Entrance Scholarship Received renewable scholarship for a high school average 90% or higher	University of Guelph September 2019
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University of Guelph - Dean's Honours List Accomplished a semester average of 80% or better	University of Guelph January 2020, May 2020
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