MALCOLM WRIGHT

@ mwrigh25@uoguelph.ca

(519) 703-2472

♀ Stratford, ON

github.com/mbw101

in linkedin.com/in/malcolmbwright

% mbw101.github.io

PERSONAL PROJECTS

NBA Trivia Web app

March 2020 - June 2020

- Used Vue.js and Bootstrap to build an NBA Trivia app in a Node.js environment
- Designed trivia questions in JSON format and are read in by using Axios in Node.js
- Developed in the Microsoft Visual Code IDE and utilizing GitHub which contributed to an enjoyable final experience

Personal Website

December 2019

- Utilized Bootstrap and HTML/CSS to build a personal landing page
- Developed in Microsoft Visual Code IDE and hosted website on GitHub Pages
- Designed the locations of important links such as GitHub, LinkedIn, and my email

Pac-Man

May 2019 - June 2019

- Used C# and XML to build a Pac-Man game in a Microsoft Visual Studio environment
- Designed and developed a clone of the popular game Pac-Man made for a Grade 12 computer science final project
- Carefully planned the level to allow for fun and rewarding gameplay

EXTRACURRICULAR EXPERIENCES

High School Robotics Team Leader

Stratford Central Secondary School

Ctober 2018 - February 2019

- Developed robot controls using Robot C and its IDE which contributed to an increase in our performance
- Worked effectively as a team to reach team goals and meet competition rules and standards
- Organized and communicated future team meetings with fellow team members on Discord

TECHNICAL SKILLS

Languages



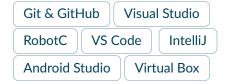
Operating Systems

Windows	Debian Linux	Mac OS
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Frameworks

Bootstrap	Vue.js	Node.js

Development Tools



EDUCATION

Bachelor of Computing - Computer Science Honours

University of Guelph

E Sept 2019 - Present

- Registered in Co-op Program
- Minoring in Business
- Dean's Honour List
- GPA: 86%
- Recipient of Entrance Scholarship (admission average 90% or above)

Relevant Academic Projects

Alphabetical Arrays Project (2020) - Used dynamic memory allocation in C to allocate an array of words that are sorted in alphabetical order

Shallow and Deep Copy Project (2020) -Used pointers in C to achieve shallow and deep copy in test arrays to see the effects on the original array and the copies