

MALCOLM WRIGHT

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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

📅 October 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

C

C#

HTML5/CSS

Java

JavaScript

Python

• Operating Systems

Windows

Debian Linux

Mac OS

• Frameworks

Bootstrap

Vue.js

Node.js

• Development Tools

Git & GitHub

Visual Studio

RobotC

VS Code

IntelliJ

Android Studio

Virtual Box

EDUCATION

Bachelor of Computing - Computer Science Honours

University of Guelph

📅 Sept 2019 – Present

- Registered in Co-op Program
- Minor 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