

MALCOLM WRIGHT

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github.com/mbw101 · in/malcolmbwright

EDUCATION

University of Guelph

Bachelor of Computing Computer Science (Co-op)

GPA: 4.0/4.0 cumulative

Guelph, ON, Canada

2019 - 2024 (expected)

EXPERIENCE

School of Computer Science - University of Guelph

Teaching Assistant

Guelph, ON

September 2020 - Present

- Teaching Assistant for CIS 1500: Introduction to Programming
- In charge of teaching introductory concepts of computer science such as: variables, scope, control structures, arrays, strings, and Linux
- Facilitating labs, marking assignments, and answering student questions in a class of approximately 800 students

Engineering Central - Stratford Central

High School Robotics Team Leader

Stratford, ON & Collingwood, ON

October 2018 - February 2019

- Developed robot controls using RobotC which contributed to an increase in our robot movement and arm performance leading more time efficient
- 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 in Collingwood, Ontario at Jean Vanier Catholic High School

SKILLS

Languages: C#, Java, 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 written in Kotlin that uses the OpenWeatherMap API to obtain local weather to determine the optimal date and time to cut your lawn. 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#

Created a Snake clone in C# utilizing Windows Forms. Improved knowledge of object-oriented programming and learned beginner software design 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 recipients in Canada of \$1,000 scholarship

Tim Hortons

August 2019

University of Guelph - Entrance Scholarship

Received renewable \$3,000 scholarship for high school average above 85%

University of Guelph

September 2019

University of Guelph - Dean's Honours List

Accomplished a semester average of 80% or better

University of Guelph

January 2020, May 2020