

MALCOLM WRIGHT

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EDUCATION

University of Guelph Bachelor of Computing, Computer Science (Honours, Co-op) Minoring in Business <i>GPA: 3.75/4.0 cumulative (86.40% overall)</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 - December 2020
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- Taught introductory concepts of computer science: variables, scope, control structures, arrays, strings, and Unix in three 50-minute weekly lab sessions
- Marked worksheets and programming assignments in a class size of approximately 800 students with great attention to detail and in a timely manner
- Ensured students understood the material and answered any questions through weekly office hours

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
- 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
- Worked effectively as a team to reach team goals and meet competition rules and standards resulting in being placed the highest among the 3 teams sent from our school

SKILLS

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

PROJECTS

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

University of Guelph - Dean's Honours List Accomplished a semester average of 80% or better	University of Guelph 2019-present
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
University of Guelph - Entrance Scholarship Received renewable scholarship for a high school average 90% or higher	University of Guelph September 2019