

Samien Bell

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EDUCATION

University of Waterloo

Waterloo, ON

Bachelor of Science in Mathematical Physics – Cumulative GPA: 4.0/4.0

September 2023 – April 2028

- Coursework: Principles of Computer Science (Python); Mechanics; Chemistry II; Linear Algebra; Waves, Electricity and Magnetism; Modern Physics; Calculus II; Communication in the Sciences
- Clubs: Musical InterDudes Acapella, ACE Acapella, SERVE Volleyball, Spikeball Intramurals

Ursula Franklin Academy

Toronto, ON

High School Diploma – Grade 12 GPA: 4.0/4.0

September 2019 – June 2023

- Awards: Canadian Senior Math Contest Certificate of Distinction; Fermat Contest Certificate of Distinction; Physics Excellence (Grades 11 & 12); Grade 12 Advanced Functions Excellence; Grade 11 Chemistry Excellence;
- Clubs: Chess Club (President), STEM Enrichment Club, Cross-Country, PASS Tutoring Club

EXPERIENCE

Mathnasium

Toronto, ON

Math Tutor

April 2024 – June 2024

- Tutored elementary and high school level math, with an emphasis on mental math and pattern recognition
- Adapted to the Mathnasium teaching method

Freelance

Toronto, ON

Private Tutor

April 2024 – June 2024

- Tutored high school chemistry and math for struggling students
- Communicated professionally and amicably with parents when discussing rates and hours

University of Waterloo

Waterloo, ON

Residence Ambassador

October 2023 – April 2024

- Led insightful and engaging residence tours to prospective students and their families
- Communicated information to guests with friendliness and professionalism by answering questions, offering advice, or giving directions

Jack of Sports

Toronto, ON

Head Camp Counsellor

May 2022 – September 2022

- Organized and executed a daily plan of children's summer activities while managing a team of counsellors
- Communicated professionally with parents and counsellors to ensure safety of the children
- Promoted to oversee counsellors due to excellent initiative and leadership displayed

PROJECTS

Chess Simulator | *Python*

December 2023

- Developed a recursive algorithm with random number generation to model the movement of a knight
- Conducted Monte Carlo simulations by running 100,000 trials to estimate the average number of moves needed for the knight to reach a target square

GetAway Guru | *Java, Swing*

February 2023 – June 2023

- Developed a GUI travel recommendation program, implementing a database with hundreds of destinations
- Led a group of 5 through the software development life cycle
- Designed an algorithm to recommend destinations for users based on their history
- Utilized a HashMap to improve the program's efficiency

SKILLS

Soft Skills: Leadership, Communication, Organization, Problem Solving, Collaboration, Adaptability, Critical Thinking

Licences and Certificates: Standard First Aid + CPR C

Technical Skills: Python, NumPy, Matplotlib, Java, Excel, Object-oriented programming

Languages: Fluent in English and French. Elementary in Dutch and Spanish