JAMES B. **SCHINWALD**

EDUCATION

University of Guelph, Guelph, ON

🏛 Bachelor of Computing, Honours   📅 SEP 2017 – DEC 2021

› Majored in Computer Science and minored in Mathematics with distinction.
› Achieved a cumulative average of 83.7% (3.6 GPA).
› Recognized by the College of Engineering and Physical Sciences Dean's Honours List on several occasions.

WORK EXPERIENCE

University of Guelph, Guelph, ON

💼 Teaching Assistant (Introduction to Programming)   📅 SEP 2021 – DEC 2021

› Performed administrative tasks, ran labs, hosted office hours, and graded students.
› Wrote an autograding script using Bash, which tested compilation, ran code, fed input, and compared output with expected values. This increased the speed at which marking was done, allowing for more time to help students.
› Answered emails for over 300 students in a professional manner and made sure that students were being processed in the appropriate channels to ensure a fast turnaround time.

The Brick, Guelph, ON

💼 Merchandising Associate   📅 MAR 2018 – JAN 2021

› Analyzed in-store customer trends to strategically reposition furniture in key aisles that were most visited.
› Reconciled inventory discrepancies which occurred from improper handling of products; initiative saved the company upwards of $5,000 per week in missing inventory.
› Responsible for training new hires in using inventory software and performing daily tasks. Inventory software resembled a shell program, which involved using commands to execute database requests such as those seen in the CRUD methodology.

University of Guelph, Guelph, ON

💼 Teaching Assistant (Discrete Structures)   📅 SEP 2019 – DEC 2019

› Conducted evaluations on assignments and tests for students studying Discrete Structures. The course criteria included: boolean algebra, set theory, proofs, relations, and functions.
› Served as a point of contact for students struggling with course content and delivered concise and helpful feedback in a timely manner.
› Hired due to strong work ethic and knowledge of course content.

Camp Queen Elizabeth, Georgian Bay, ON

💼 Camp Counsellor & Leadership Trainer   📅 JUN 2012 – SEP 2014

PROJECTS

📁 Pets (Demo) 🔗 github.com/schinwald/pets

› A demonstration of the A* path-finding algorithm. Pets move along a world where users can add walls to make it more challenging for the pets to find food. If the pets don't eat, they pass away. This reveals a tombstone which hatches an egg when clicked, thus starting the demo all over again.
› Pets are managed using a state machine pattern, which handles their emotions and in turn their actions.

📁 Weather Or Not 🔗 github.com/schinwald/weather-or-not

› A weather dashboard created using react.js and the jamstack which elegantly displays current, hourly, and weekly forecasts. These forecasts are stored in local storage and updated on an hourly basis to avoid excessive api calls. The current forecast uses minute data to estimate weather parameters as time progresses between api calls. The css used in this project was made from scratch (no css libraries other than those provided from erikflowers' weather icons).

📁 Calculator App 🔗 github.com/schinwald/calculator

› A simple react app (without hooks), which simulates a calculator with memory. This application uses a state machine for advanced input handling and a binary tree for handling operations with precedence and associativity in mind.

ABOUT ME

I am a recent graduate with a solid background in software development and excellent communication skills. Passionate about learning and growing, I am looking to join a high performing and dynamic team where I can refine my skillset.

TECHINCAL SKILLS

Languages

HTML, CSS, Javascript, Typescript, C/C++, Java, Python, Bash, SQL

Frameworks & Libraries

Reactjs, jQuery, Nodejs, Express, Flask, MongoDB, LibGDX, Phaser3

Methodologies

Waterfall, Agile, Scrum, Test-driven development

Software

Visual Studio, Visual Studio Code, Eclipse, Android Studio, NetBeans, Unity, Blender, Microsoft Suite, Adobe Suite

Systems & Tools

POSIX, Debian GNU/Linux, Unix, Ubuntu, ElementaryOS, Windows

INTERESTS

Game Development, Soldering, Design, Art, 3D modelling, Animation

CONTACT

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