

Wellington Paidamoyo Mapise

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EDUCATION

Cornell University, College of Engineering

Ithaca, NY

Bachelor of Science in Computer Science

Expected Graduation May 2027

Related Courses: Introduction to Computing Using Python, Object-Oriented Programming & Data Structures (Java), Calculus I & II, Discrete Structures, Multivariable Calculus, Introduction to Computer Game Architecture/Design, Functional Programming, Computer System Organization and Programming

SKILLS

Technical: Python, Java, HTML, CSS, SQL, JavaScript, Kotlin, C, Ruby, Microcontroller Programming (Raspberry Pi Pico and Arduino), React Native, Git, Figma, OCaml, Testing, Linux/Unix, Web scrapping

Languages: Shona, Spanish, Hebrew

EXPERIENCE

Virtual Reality(VR) Travel Project | *Programmer* | Ithaca, NY

July 2024-Present

- Develop proficiency in web scraping and data parsing by implementing scripts in Python to fetch YouTube video titles and links based on user-entered emotions.
- Utilize BeautifulSoup, selenium and requests modules to extract HTML content, enhancing skills in web scraping.
- Implement error handling and debugging techniques to manage HTTP request errors and optimise script performance.
- Contribute to future scalability by proposing and implementing enhancements, including advanced emotion detection methods and integration with additional VR content platforms.

Emzini WeCode | *Teaching Assistant* | United States, Remote

May 2024-Present

- Guide and assist 200 high school students in mastering Python programming and core computing principles, including function design, advanced functions, control structures, recursion, and data structures.
- Foster an engaging and motivating learning atmosphere, sparking students' enthusiasm for Computer Science and developing a vibrant learning community.
- Grade assignments, labs and projects and provide detailed feedback to help students improve their skills.

Cornell University Biomedical Device Project | *Software Developer* | Ithaca, NY

February 2024-Present

- Spearhead the development of INFLUX, an innovative application designed to address the significant gap in long-term care for patients with substance-use disorders.
- Utilize Figma to create cutting-edge designs and React Native to build realistic simulations and prototypes.
- Develop expertise in reading official class documentation and Application Programming Interfaces(APIs) to ensure seamless integration and optimal functionality.

The DAVE Project | *Software Developer* | Remote

August 2023-Present

- Program a WhatsApp chatbot using Python and Twilio API to assist students with university applications.
- Build intuitive app mockups and marketing materials using Figma.
- Manage a MySQL database and integrate external APIs for enhanced functionality.
- Conduct quality assurance (QA) and user testing; analyze feedback for continuous improvement.
- Engage with stakeholders and promote the app, assisting 300+ high school students with college applications.

TeXPo STEAM ON Hackathon | *Team Lead* | Harare, Zimbabwe

August 2023

- Implemented a smart power management system with the collaboration of 2 partners.
- Designed and programmed a smart greenhouse system using Raspberry Pi Pico.
- Presented the project to a panel of 6 judges from notable tech start-up companies (texpoAfrica, telecombroadbandbeyond, learningfactoryzw, and 3ktvzim), receiving constructive feedback and guidance on how to further improve the project.
- Attained 1st position out of 6 groups and 36 participants.

LEADERSHIP

Dynamic Thought Leadership | *CoFounder* | Remote

September 2021-Present

- Mentor students on different engineering projects, like stirling engine models and electric generators.
- Sharpen skills in CAD through model designs.
- Assist students with experimental designs and research.