

Adam Vandolder

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EDUCATION

Waterloo, ON **University of Waterloo** **September 2021 – August 2023**

Master of Mathematics in Computer Science

Windsor, ON **University of Windsor** **September 2016 – April 2021**

Bachelor of Computer Science (Honours)

Bachelor of Mathematics (Honours)

Minor in Statistics

EXPERIENCE

Software Engineering Intern **Mozilla** **May 2020 – August 2020**

Worked on the SpiderMonkey team during Summer 2020 to implement support for up-and-coming JavaScript features. Collaborated with co-workers and fellow TC39 committee members in order to refine the specification of the Iterator Helpers proposal, all the while adding the proposed functionality into Firefox. Created an experimental implementation of both static and instance private methods for JavaScript classes.

Teaching Assistant **University of Windsor** **May 2019 – April 2020**

Assisted in teaching COMP3220, COMP2310, and COMP1410. Ran labs for first-year students, answering questions and providing feedback. Participated in the marking of assignments, midterms, and final exams.

Computer Science Tutor **University of Windsor** **May 2019 – August 2019**

Provided free tutoring sessions available to undergraduate Computer Science students.

Engineering Practicum Intern **Google LLC** **May 2018 – August 2018**

Worked with the Gmail Web Offline team to give users more control over the offline syncing process. Developed a method to estimate & display the remaining syncing time using Javascript/HTML/CSS/Java.

Undergrad Research Assistant **University of Windsor** **September 2017 – April 2018**

Assisted in the development of a GUI for a differential equation solver using C# in Visual Studio.

PROJECTS

CourseFinder

Developed a web application in order to provide an alternate way for University of Windsor students to find and plan their courses, with greater flexibility than the current official site.

Built the backend using Python and the Django web framework, and assisted in creating the frontend using Javascript, HTML, and CSS. Designed the data model using SQLite and Django's ORM.

rust_lua

Built a minimalist interpreter for a subset of the Lua programming language in Rust.

Tetrominoes

Built a functional Tetris clone in an effort to better understand how to program in Rust.

TermChat

Designed and implemented a terminal-based chat server and client, communicating via TCP.

Built with Python using the socket and curses libraries.

COMPETITIONS

Hack the North 2019 - Participated in the Hackathon held at the University of Waterloo

CS Games 2019 - Participated in the Montreal-based competition on the University of Windsor Team A

Communitech Code to Win 2018 - Top 10 in the Preliminary Code Challenge, attended Finals in Waterloo

ACM ICPC 2017, 2018 & 2019 - Best performing University of Windsor team in both Local and Regional competitions

TECHNICAL SKILLS

Programming Languages: Python, C, C++, JavaScript, Lua, Rust, Haskell, OCaml

Tooling: Linux, Git, Mercurial, Bash, Django, SQLite, Protocol Buffers, React.js