Laura Hynes

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EDUCATION

University of Guelph
Bachelor of Computing, Computer Science Co-op
Expected May 2025

SKILLS

LANGUAGES
Java

TOOLS
Git
NetBeans
Slick2D

AWARDS

ISS Music Executive Award
Citizenship Award
2020 – Innisdale Secondary School

Entrance Scholarship
2020 – Guelph University

INTERESTS

Games
Stardew Valley, Fall Guys, Assassin's Creed

Music
Saxophone

Reading
Science Fiction, Fantasy

PROJECTS

The Mandalorian – Star Wars PvP Game   Dec 2019
- Two-player round-based shooting game where users control the bullet, players start with 3 lives and each round has a different theme
- Designed the graphics and implemented keyboard controlled movement and win/loss conditions
- Tools: Java, NetBeans, Git

Number Sorting User Interface   Nov 2019
- Graphical user interface with timer for sorting numbers entered by the user with quicksort, bubble sort, selection sort, or insertion sort
- Designed and implemented a GUI to interact with sorting algorithms, and implemented a timer
- Tools: Java, NetBeans, Git

Vine Adventure Battle   May 2018
- Turn based game where the player fights a randomized opponent (a Vine video) using moves which decrease the opponent's health or increase their own; if the player wins the Vine plays
- Designed and implemented opening animation, heal, fight, and run away combat options, and one level; hand-drew and animated vine replications, and designed eight levels
- Tools: Java, NetBeans, Slick2D, Git

EXPERIENCE

Canadian Tire, South Barrie   Oct 2017–Aug 2019, May–Aug 2020
- Cashier responsible for transactions and security, including self-checkout monitoring
- During Covid-19 protocols, managed store entryway and compliance with sanitation requirements for customers

COMMUNITY INVOLVEMENT

Innisdale Band Executive   Sept 2018–June 2020
- Co-President 2019-20, Senior Band Representative 2018-19
- Organized community and social events, and uniform design

Hack the North Participant   Sept 2019
- Took part in the University of Waterloo's annual hackathon with 1000+ other students from around the world
- Attended workshops and keynotes, and worked in a group to build a project using Spotify APIs