

Isabelle Sauvé



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30A Hickory Street W,
Waterloo, ON

Education

Bachelor of Software Engineering
Business Option
University of Waterloo
Sept 2016 – April 2020

Skills

Languages C++
Golang
JavaScript
HTML5/CSS3
Python
MATLAB
ARM & MIPS

Tools Git
Docker
CircleCI
Unix/Linux

Professional Experience

Sept-Dec
2017

Software Engineering Intern, DataDog

Paris, France

Golang, Python

- Wrote a core component of new software for DataDog Agent 6; feature shipped to thousands of customers in beta release
- Used Golang concurrency best practices to restructure Cloud Foundry nozzle, improved throughput to over 5000 metrics/collection interval
- Performed rigorous efficiency analysis on a bottleneck component and implemented optimal design based on results
- Built a variety of new features for the Agent core; worked on a wide range of integrations; maintained open source repos

Jan-Apr
2017

Undergraduate Research Assistant, University of Waterloo

ON

Node.js, Websocket-Node, Google Maps JavaScript API

- Increased security, performance, and reliability of web app by introducing use of websockets
- Reduced code complexity and increased app scalability by refactoring back end into a modularized server and re-designing front end

May-Aug
2016

App Developer, Autonomoose

Waterloo, ON

JavaScript & jQuery, Bootstrap, SimpleSAMLphp, Redis

- Singlehandedly designed and developed web app with responsive front end, RESTful back end, and SimpleSAML user authentication
- Created complex features including real-time display of: car location, wait time to be picked up, request queue, etc.

2015

Assistant Researcher, University of Alberta Hospital

Edmonton, AB

2012-14

Rock Climbing Instructor, Vertically Inclined

Edmonton, AB

Projects

RPG Individual A 2D adventure game built from scratch with C++ using SFML as an environment for OpenGL

NatalNet Team of 5 SMS and web app that increases the accessibility of pre- and post-natal care for women in rural communities of Bangladesh
Twilio, Firebase, Node.js, Express.js, Bootstrap
Break Inequality Hackathon Grand Prize Winner
Google Technology Competition Winner
Featured on CBC, Google Students Blog, & more

NutriFence Team of 4 iPhone app for people with dietary restrictions which uses OCR to scan food labels and determine if an item is suitable for their diet
Google Vision Cloud, Node.js, Express.js, Redis
ArchHacks Best Nutritional Hack Winner

Other Individual

- Pong, Snake and Space Invaders built with JS/HTML5
- Chrome extension for switching words in your browser
- Personal web site (portfolio) designed and built from scratch