

# Isabel J. Lee

*isabelringing1@gmail.com*

## **EDUCATION**

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Illinois Math and Science Academy (“IMSA”) in Aurora, IL

- Anticipated Graduation: May 2017
- GPA: 3.92 (unweighted)

Relevant Courses to Date: Introduction to Programming, Object-Oriented Computer Programming, Engineering, Calculus, Creative Writing

## **COMPUTER SKILLS**

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Programming Languages: Java, C++, and Python (self-taught)

Experience with Unity (self-taught), applied to both Oculus Rift DK 2 and Google Cardboard

## **RESEARCH & ACTIVITIES**

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1. Student Research Project at Northwestern University School of Medicine (August 2015 – April 2016)
  - Assessed and analyzed brain activity and connections in response to visual stimuli using fMRI.
  - Wrote and presented research paper at annual school colloquium.
2. IMSA Maker Squad – Head of Publicity (August 2014-Present)
  - Promote and teach school-owned hardware such as 3D printers, 3D pens, Google Cardboard, and Raspberry Pi to both students and staff.
3. IMSA *Power Pitch* annual competition (March 2016)
  - Pitched a start-up company that offered a virtual reality social platform to investors, and created a Google Cardboard demo using Unity.
4. Student Research Project at Museum of Science and Industry (Summer 2015)
  - Measured and evaluated children’s interest in science in correlation to their age, race, and sex throughout the Chicagoland area.
  - Wrote and presented research paper at annual school colloquium.

## **PORTFOLIO**

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My portfolio can be viewed at <https://isabelringing1.github.io>