Isabelle Maddox

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Recent Computer Science graduate with a passion for problem solving and creating engaging experiences.

SKILLS

Technical
- C++
- C#
- Python
- JavaScript
- HTML/CSS

Frameworks
- Angular
- Ionic
- React,js

Other
- Attention-to-detail
- Organization
- Adaptability
- Time Management

PROJECTS

Lead Programmer (C# / Unity)   **UC Irvine (VGDC)**   **Jan 2024 – Present**

The Brilliant Detective Milo : A 2D point-and-click investigation game in which a cat detective solves murder cases.
- Led a team of 6 programmers, assigning weekly deliverables and providing mid-week check-ins.
- Developed core mechanics such as dragging and opening for in-game objects.
- Replaced existing camera panning mechanics with more intuitive controls.
- Utilized DOTween to create smooth pop-up menus for suspect selection.

Virtual Memory Manager (C++)   **UC Irvine**   **Feb 2024 – March 2024**
- Implemented a model version of a virtual memory manager to simulate virtual address translation and demand paging.
- Built in C++, the manager initialized the "physical memory" via an input file and then translated virtual addresses given in a separate input file to physical addresses (if such addresses were valid virtual addresses).
- Upon completion, the manager allowed a user to simulate address translation with or without the use of demand paging.

Particle System (C# / Unity)   **UC Irvine**   **May 2023 – June 2023**
- Developed a basic particle system from scratch in Unity (without the use of Unity's built-in particle system) to simulate effects like fire and smoke.
- Built in C#, the particle system emits particles and allows for manipulation of the attributes of those particles.
- Upon completion, this particle system simulated fire, smoke and, with additional modifications, fireworks.

EXPERIENCE

Reader (Grader)   **Irvine, CA**   **Jan 2024 – June 2024**

UC Irvine
- Assisted in answering course-related questions and grading student submissions for 150+ students.
- Provided troubleshooting help for code-related issues resulting in students finishing assignments to completion.
- Developed an onboarding manual for future readers containing tips gathered from previous readers to assist in expediting future onboarding processes.

EDUCATION

UNIVERSITY OF CALIFORNIA, IRVINE   Irvine, CA

Bachelor of Science in Computer Science, GPA: 3.97/4.0   June 2024
- Academic Honors: Magna Cum Laude, Dean's Honor List
- Relevant Coursework: Data Structures and Algorithms, Game Design Fundamentals, Computer Graphics
- Active member of the Video Game Development Club (VGDC) and UCI Chamber Singers