Isabelle Maddox

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

SKILLS

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

Frameworks / Libraries
- React,js
- Bootstrap
- SvelteKit
- Angular
- Ionic
- Flask

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

PROJECTS

Book Cataloging Web App (Python / Flask)   **Oct 2024 – Present**
- Designed and developed a book cataloging web app that, when connected to a user's Notion, acts as a Notion integration that adds book entries to a Notion database of books.
- Built using Flask, the app hosts two alternating forms (ISBN search and book entry) that each do separate actions upon submission.
- Utilized the Google Books API to get book information from a book's ISBN and the Notion API to create a new Notion database entry.
- Upon completion, this app allows users to autofill the book entry form with an ISBN search, modify the form to complete it to their standard, then send off the information to be added to the connected Notion database.

Portfolio Website (React.js / Bootstrap)   **July 2024 – Present**
- Designed and implemented a single-page website (with the feel of a multi-page site) to house information about myself and my projects.
- Utilized Bootstrap components to display multiple pieces of media in a clean and efficient manner.
- Built using React.js, the website allows viewers to quickly find out information about Isabelle Maddox.

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.

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