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

Engines
- Unity 2D & 3D
- DOTween

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.

Programmer (C# / Unity)   **UC Irvine (VGDC)**   **Oct 2023 – Dec 2023**

Shrouded Moon : A 2D platformer where players can defend a village from yokai attacks to obtain special powers.
- Developed collectible objects like coins and power-ups for the player to collect throughout the game.
- Built in C#, the collectibles allowed players to gain the abilities of various power-ups.
- Upon completion, the collectibles contributed to the finished 2D platformer and allowed for a complete game experience.

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   June 2024
- Academic Honors: Magna Cum Laude, Dean's Honor List
- Relevant Coursework: Game Design Fundamentals
- Active member of the Video Game Development Club (VGDC) and UCI Chamber Singers