# Isabel Thomsen
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## Education

**University of Central Florida** | Orlando, FL                                                   May 2025
*Bachelor of Science in Computer Science*
*Associate of Arts*                                                                               August 2022
***Activities and Honors:***
    Burnett Honors Scholar
    Pegasus Gold Recipient
***Coursework***: Honors Computer Science I, Computer Science II, Systems Software, Operating Systems, Process for Object-Oriented Software Development, Introduction to Robotics, Machine Learning Algorithms, Calculus III

## Skills

- ***Programming Languages:*** Python, Java, Javascript, HTML, CSS
- ***Technologies:*** Microsoft Suite (Word, Powerpoint, Excel, etc.), Visual Studio Code, Eclipse, Figma, LaTeX, Git
- ***Soft Skills:*** Communication, Project Management, Collaboration, Teamwork, Problem-Solving, Analysis, 4+Years of  Customer Service

## Work Experience

**Research Assistant** | *Hydride Laboratory* | Orlando, FL                                       May 2023 - Present
- Constructs circuit with electrical components to make an Arduino Uno into an ohmmeter with graphing and data logging capabilities to detect volatile organic compounds (VOCs)
- Researches most cost-effective methods to execute build
- Communicates weekly progress in standup with other lab members

**Research  Assistant** | *DATCH 2, EXCEL URE* | Orlando, FL                                      January - May 2023
- Utilized C# and Mixed Reality Toolkit 3 to create assets within Unity game engine for VR/AR reconstructions of cultural heritage sites for archaeologists
- Investigated methods of real time object manipulation in unique Documenting and Triaging Cultural Heritage (DATCH 2) environment
- Worked with existing codebase on GitHub to build to Microsoft Hololens 2

## Projects

**Contact Manager Project,** *Lead Project Manager*                                               August - October 2023
                                                                                                  *HTML, CSS, Javascript, Bootstrap*

Collaborated with four other students to make a web application with create, read, update, and delete operations with login and registration. Communicated with a database through APIs. Personal focus on frontend development and user interface design with emphasis on being compatible with multiple sizes of screens.

**Wine Quality Logistic Regression**                                                             November 2022
                                                                                                  *Google Collab, Numpy, Pandas, Seaborns, Scikitlearn*
Used StandardScaler library to process a dataset of red and white wines, then compared scikitlearn's LogisticRegressionCV effectiveness against a homemade algorithm to predict the odds of a wine's customer appeal given characteristics like age, terroir, and tannin content.

**Local Pollinator Project**                                                                      January 2022
                                                                                                  *HTML, CSS*
Developed an informative website from design to launch in an eight-hour group jam about the benefits of less charismatic Florida pollinators versus the more ubiquitous honeybee.