



ISABELLA LEROUX

Year 2, Computer Science Major
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TECHNICAL SKILLS

Programming Languages:	Java, Python, C
Web:	HTML, CSS, JavaScript
Other:	GitHub, Jira, ArcGIS, Figma

TECHNICAL PROJECTS

Personal Website - Personal project Dec 2022 - Jan 2023

Technologies: HTML, CSS, JavaScript, jQuery, Figma

- Developed a website with 3 pages to showcase my projects and experience
- Conceptualized and designed UX features and created custom elements in Figma
- Integrated a variety of HTML and CSS features, including modals, embedded videos, interactive colour-changing buttons and hover effects

Wordle Solver - Personal project July 2022 - Aug 2022

Technologies: Java, iterator pattern, Java Swing

- Created a desktop application that generates the correct solution to Wordle, a popular word guessing game, within the guess limit
- Implemented the iterator pattern to filter a 5000-word collection based on user feedback, while accounting for duplicate letters in words, to suggest the user's next Wordle move
- Designed a GUI which includes a popup panel with interactive colour-changing buttons to facilitate user feedback

Period Analysis Dashboard - Hackathon project March 2023

Technologies: Google Fit REST API, Express, Node.js, Google Maps API, React

- Built an eye-catching dashboard that collects menstrual data, predicts future cycles and provides nutritional recommendations based on the user's menstruation phases
- Retrieved menstruation data from users' Google Fit mobile app using the Google Fit REST API, Express and Node.js
- Analyzed data to forecast future period cycles and develop customized recipe recommendations tailored to the user's nutrient needs during each phase of their cycle
- Recipient of "Best Design" Award at cmd-f 2023

WORK EXPERIENCE

QA Engineer Co-op

Jan 2023 - April 2023

Alianza

- Developing, executing and analyzing test cases based on specifications from development team and customer feedback
- Identifying and documenting software defects and collaborating with developers to troubleshoot issues and verify fixes
- Designing and implementing automated tests using Python, PyAutoGUI's image validation and Librosa's audio comparison functionality

Student IT Infrastructure Analyst

May 2022 - Sept 2022

Canada Revenue Agency (CRA)

- Delivered front-line service to clients and resolved software and hardware issues through troubleshooting
- Granted and removed access to folders, mailboxes and resources through the use of Active Directory and Exchange Admin Centre
- Received, processed and resolved over 250 IT tickets using BMC Remedy
- Installed and maintained CRA and Canada Border Services Agency (CBSA) software

VOLUNTEER EXPERIENCE

Graphic Designer

Sept 2022 - present

UBC UX Hub

- Producing social media content aimed at promoting club events and member engagement, reaching an audience of over 1000 students
- Managing graphic design projects from conceptualization to publication
- Working closely with the club's content writing team to conceive cohesive content and consistently meet the club's needs and deadlines

Developer

Feb 2023 - present

NNECT

- Enhancing NNECT's order fulfillment Process by implementing automation using Google Sheets and Apps Script functions to streamline the process of gathering, sorting, and preparing orders for delivery.
- Identifying and reporting bugs on both the desktop and mobile versions of the NNECT web app, while performing thorough backend verifications with the Django database.

EDUCATION

University of British Columbia

Sept 2021 - May 2026

Expected graduation 2026

2nd year Bachelor of Science, Computer Science Major