Isabel Boufarah

bisabel@wustl.edu | 908-967-2299 | www.linkedin.com/in/isabel-boufarah
Portfolio: https://isabel-boufarah.github.io/portfolio/

Education

Washington University in St. Louis | St. Louis, MO

May 2025

- B.S. in Computer Science, Minor in Human Computer Interaction
- GPA: 3.91, Dean's List (All semesters)
- Relevant Coursework:

Creative Programming and Rapid Prototyping Human-Centered Design Visual Principles for the Screen UX Research Methods in Design

Westfield High School | Westfield, NJ

May 2021

- National Honor Society and Distinguished Honor Roll
- Varsity Track Captain and JV Volleyball Captain

Experience

Software Engineering Intern, Square | Remote

May - Aug 2023

- Shadowed a sprint team of Full Stack Web Developers in the Banking Organization while communicating with cross functional partners
- Planned and implemented a survey feature to gain information that will impact the underlying loan decision process
- Prototyped a tool with a team of other interns allowing employees to parse databases ad-hoc through natural language processing using OpenAI

McKelvey Engineering Undergraduate Student Services Tutor | St. Louis, MO

Sep 2022 - Present

• Conducted weekly 1:1s with students where I guided their understanding of class materials and communicated in a way which was easy to understand

Projects

Collegiate Athlete Injury Experience | UX Case Study, read here

Fall 2023

- Spent around 6 weeks planning, researching, and designing a mobile app to support collegiate athletes experiencing injury
- Conducted a competitor analysis, interviews and diary studies to learn about injured athletes
- Analyzed research through an affinity map, persona, and user journey
- Used research takeaways to develop a storyboard, sitemap, and wireframes

Activities

Washington University in St. Louis Varsity Track & Field

Aug 2021 - Present

- Train 15-20 hours per week year round while maintaining course load
- Communicate with coaches, trainers and teammates in order to work towards personal and team goals

Skills

Programming Languages & Frameworks: Java, Javascript, C++, Python, HTML, CSS, SQL, React, Ember **Tools & Other Skills:** Git, GitHub, Jira, Figma, Wireframing, Prototyping, UX Research