

# ISABELLA ENRIQUEZ

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## EDUCATION

**Queen's University** Sept 2019 – April 2023 • Kingston, Ontario

*Bachelor of Computing (Honours) – Software Design*

- Dean's Honour List, GPA of 4.17/4.3
  - Clubs & Societies: Computing Orientation (Academics Chair), Computing Students' Association (Director of Professional Development), Queen's Technology and Media Association (Software Developer)
  - Relevant Coursework: Object-Oriented Programming and Algorithms, Data Structures, Discrete Mathematics, Linear Algebra, Logic for Computing, Game Design, Computer Architecture, System-Level Programming, Software Specifications, Linear Data Analysis
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## SKILLS & INTERESTS

- Programming Languages and Frameworks: Python (Flask, Django, SQLAlchemy), JavaScript (React, Svelte, Cypress), TypeScript, Java (JUnit), HTML, CSS, Sass, C, C#, SQL
  - Other: Git/GitHub, Figma, REST APIs, Linux, Unity, CI/CD, Web Accessibility
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## EXPERIENCE

**Frontend Developer Intern @ Nylas**

May 2021 – Aug 2021 • Remote

- Enhanced Nylas product usability and accessibility as the first intern on the Developer Experience Team
- Implemented new features and bug fixes on the Developer Dashboard and within Nylas web components using **Svelte** and **TypeScript** as part of weekly sprints, improving product experiences for over 100,000 developers
- Collaborated with product designers to assess Figma designs for technical feasibility and translated to code using mobile-first development practices
- Ensured code quality through routine peer code reviews and **Cypress** testing for continuous integration and development, expanding multiple test suites by up to 1100% each
- Pitched components targeted at junior developers to company executives as a strategy to secure the future tech market

**Undergraduate Teaching Assistant @ Queen's University**

Jan 2021 – May 2021 • Remote

- Educated students at the post-secondary level on fundamental computing concepts and **Python** via email and hour-long weekly office hours, openly available to 250+ students in an introductory computing class
  - Marked and debugged the assignments and quizzes of 64 students throughout the semester
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## PROJECTS

**Journey**

Nov 2020 • [github.com/isabellaenriquez/journey](https://github.com/isabellaenriquez/journey)

- Designed and developed a journaling web application with three other developers within 24 hours for hackHer, a virtual hackathon, using **React**, **Express.js**, **Firebase**, and the **Google Natural Language API**
- Envisioned as a mental health management tool, using natural language sentiment analysis to evaluate the mood of each journal entry
- Awarded "Most Innovative Project" for demonstrating uniqueness, a creative use of technologies, and an innovative solution towards the hackathon's case statement

**KOSMOS – your virtual makeup bag**

Aug 2020 • [github.com/isabellaenriquez/kosmos](https://github.com/isabellaenriquez/kosmos)

- Built end-to-end web application to simplify makeup ownership using **Python (Django)**, **JavaScript**, **HTML**, **Sass**, **Celery** asynchronous task queue, and **RabbitMQ** email server and notification system
- Devised as a hub for the makeup community with user authentication, makeup collection curation, product expiry notifications, database of over 900 products, extensive search and filtering functionality, and product review system