Isabelle Beaudry

LinkedIn | Portfolio | GitHub

Education

Western University September 2021 – May 2025
BESc in Software Engineering, Dean's Honour List, GPA 3.8/4.0 *London, ON*

- **Key Courses:** Web Technology, Artificial Intelligence I & II, Cloud Computing, Data Structures & Algorithms

Technical Skills

Languages: Python, JavaScript, Java, C#, Swift, Liquid / PHP
Frameworks / Libraries: React, Node.js, Express.js, Bootstrap, Flask, TensorFlow, PyTorch
Developer Tools: Git (Version Control), AWS, GCP, Docker, Kubernetes, Atlassian Suite (Jira, Confluence)

Experience

Junior Web Developer May 2024 – August 2024, May 2025 – Present
X Tronics Inc. *Barrie, ON*

- Optimized the EV-Tronix (Division of X Tronics) e-commerce website on **Shopify**, resolving bugs and implementing custom features by editing **Liquid** templates and code, increasing website sales page conversion by **15%**
- Developed custom Shopify features unavailable in native settings, including a U.S.-only tariff alert banner with automatic country detection and manual location selection
- Used Adobe Photoshop to design marketing assets such as website banners, promotional graphics, and LinkedIn content, increasing EV-Tronix LinkedIn impressions since May by over **100%**

Volunteer Web Developer August 2025 – Present
Toronto Climate Week (TOCW) *Toronto, ON*

- Implemented custom code snippets (**JavaScript**, HTML + CSS) into TOCW **Squarespace** site, launching features that improved event discoverability for **23,000 site visitors** in the **past 60 days** and over **5,000 in person attendees**
- Collaborated with the core volunteer team to ensure web content supports TOCW's mission to spark action, build networks, and showcase climate solutions
- Ensured timely updates and launch readiness for the inaugural October 2025 event while preparing for 2026 annual event

Director of Technology August 2023 – May 2025
Women in Science UWO *London, ON*

- Developed the Women in Science club website using **React** and **Node.js** and deployed using **GitHub Pages**
- Led website improvements with bug fixes, design updates, and performance tuning, reducing page load times by ∼**30%**
- Built and deployed a chatbot with **Vercel** using the Mistral 7B Instruct **Hugging Face** model and **Flask**, integrating it into the main website through a dedicated GitHub repo
- Participated in **code reviews** and provided constructive technical feedback to team members

Projects

Circuit Sync - Personal Project *Frontend - Backend*

Developing an iOS application that delivers Formula 1 race schedules, circuit details, and notifications through a custom backend **RESTful API** (**Node.js**, **Express**, and **MongoDB**) to provide structured race data for the frontend. Designing an interactive **SwiftUI** iOS frontend with dynamic components such as race lists, detail views, and user attendance tracking. Clean backend architecture, separating database, server, and API route logic for maintainability.

Sky Courier - Personal Project *GitHub Link*

Built a casual 3D **Unity** game with orbiting low-gravity camera physics, immersive 3D menu transitions, and unique plane-based message delivery mechanics. Enhanced player experience by adding smooth camera controls, a motivational quote unlock system, local save states, and interactive dismissal logic.

STELLA - Capstone Group Project *YouTube Video*

Simulated Training Environments & Large Learning Autonoma (STELLA) is a project exploring imitation learning in autonomous driving using **CARLA** and **Transfuser++**. Personal contributions included developing **Python** classes for attaching GPS and camera sensors in the **CARLA simulator** with real-time data collection and image saving, and prototyping a **Vision Transformer (ViT)** + **TinyLlama** inference pipeline for multimodal learning and text generation from visual features.