

Isabelle Beaudry

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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

[Frontend Link](#) - [Backend Link](#)

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

[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.

Superhero Database

[GitHub Link](#)

Built a full-stack superhero database web app with user authentication, public/private list sharing, and admin moderation tools. Engineered **RESTful APIs** using the **MERN** stack (**MongoDB**, **Express**, **React**, **Node.js**) and deployed the application on **AWS EC2**.