ISABELLE WONG

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EXPERIENCE:

Explore Intern Microsoft May 2016 - Aug. 2016

- Worked on the Connected Devices team on the Dev Platform in Windows and Devices Group
- Designed and developed AirShare, a proximity-based group chat and file sharing app
- Enhanced code design skills, using C# in Visual Studio to manage peer-to-peer connections between devices while considering reliability, security, and usability when sending messages
- Improved the team's APIs by identifying bugs and missing functionality

Co-Founder, CMO ProNetwork Feb. 2016 - Present

- Teaches high school students professional skills through a series of interpersonal modules
- Winner of the Innovation in Action Entrepreneurship competition held at the University of Michigan
- Piloted at Pioneer HS with a contract to implement all sessions during the 2016-2017 school year

Software Dev Intern Bank of America Merrill-Lynch July 2015 - Aug. 2015

- Tested roles and functionality of an internal platform using workflows as a part of the SDLC
- Developed user guides and project plans for demonstrations of project components and data

Participant Girls Who Code: Goldman Sachs July 2013 - Sept. 2013

• Developed clink!, a mobile web application that utilizes the Facebook API to connect strangers based on location, mutual friends, and similar interests to remedy everyday inconveniences and problems

EDUCATION:

Ann Arbor, Michigan

University of Michigan

Sept. 2015 - April 2019

- College of Engineering, Michigan Research Community Peer Advisor
- GEECS (Girls in Electrical Engineering and Computer Science) VP, Head of Professional Committee
- EECS203 (Discrete Math), EECS280X (Programming and Introductory Data Structures C/C++), MATH215 (Multivariable Calculus)

PAPERS:

CroMa (Crowds and Machines) Lab Apparition

August 2016

S.W. Lee, Y. Yang, S. Yan, Y. Zhang, I. Wong, Z. Tan, M. McGruder, C.M. Homan, W.S. Lasecki. Creating Interactive Behaviors in Early Sketch by Recording and Remixing Crowd Demonstrations. In AAAI Conference on Human Computation Demos (HCOMP 2016). Austin, TX. 2016.

PROJECTS:

CroMa (Crowds and Machines) Lab Apparition

Oct. 2015 - Present

- Utilizing crowdsourcing to make online prototyping more fluid and efficient for designers
- Designing and implementing an animation library using MeteorJS, HTML/CSS, and MongoDB, increasing system efficiency and improving user experience

SKILLS:

Technical: C++, C, C#, Javascript **Other:** Microsoft Office. LaTeX

AWARDS:

- 2015 National Center for Women and Information Technology (NCWIT) National Runner-Up Award
- University of Michigan Joseph M. Geisinger Scholarship Awardee, Cisco Scholarship Awardee
 - Contingent on the student being enrolled in the College of Engineering and maintaining academic excellence for all four years in college