

# Isabel Lee

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206 Elm Street #200527, New Haven CT 06520

## Education

YALE UNIVERSITY, NEW HAVEN, CT : AUGUST 2017- EXPECTED MAY 2021

- Anticipated Computer Science and Astrophysics Major
- Relevant Courses: Data Structures & Programming Techniques (C)

ILLINOIS MATH AND SCIENCE ACADEMY, AURORA, IL: AUGUST 2014-MAY 2017

- Relevant Courses: Object Oriented Programming (java)

## Experience

TECH INTERN, SPACEHQ; CHICAGO, IL, SUMMER 2016

Helped develop the artificial intelligence necessary for start up's chatbots to function, including mapping key words to their respective responses and training the machine to learn on its own. Also designed webpage mockups, built workflows to connect websites using APIs, and coded with html to edit pages of the website.

INDEPENDENT VIRTUAL REALITY GAME DEVELOPER, JAN 2016-PRESENT

Construct virtual reality games for the Oculus Rift and Google Cardboard using the game engine Unity.

Languages: C# and JavaScript. Some links to past projects:

- Looking for Fireflies (Video Game): [Video](#), [Page](#)
- Vestal (Entrepreneurship Demo): [Video](#)

## Leadership/Extracurriculars

- Yale Computer Society- Member, September 2017- Present
- Yale Undergraduate Aerospace Association- Hybrid Rocket team member, September 2017-Preset
- Float: Undergraduate Group for Women and Gender Minorities in CS- Member, September 2017-Present
- Girls IN2 STEM, Aurora, IL - Founder and Student Project Leader, June 2016 - May 2017
  - Founded and ran Girls IN2 STEM, which runs interactive STEM-based programs for middle school girls in the local area to spark interest and expose them to new topics. Students are paired with STEM mentors from all over the country, who are entrepreneurs, scientists, researchers, and more.
- Northwestern School of of Medicine, Chicago - Student Researcher, August 2015 - April 2016
  - Completed a research inquiry in Neurobiology. Assessed and analyzed brain activity and connections in response to visual stimuli using fMRI machines. To present results, created a research poster and scientific paper at annual school colloquium.

## Technical Skills

Programming Languages: java (proficient), C (proficient), Python, HTML

Software: Experience with Unity (Game Engine), Oculus Rift Development, TinkerCAD, Blender,, and GitHub