

Isabelle Schmit

Contact

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imschmit.me
github.com/ischmit

Education

University of Rochester
August 2012 - May 2016
BS in Computer Science
BA in Studio Art
GPA: 3.49/4.0
Dean's List all semesters

Tools

Adobe Photoshop
Adobe Illustrator
Adobe InDesign
Some Adobe Flash
Some Processing

Languages

HTML
CSS
JavaScript
jQuery
Python
PHP/MySQL
Java

Interests

Web/User Experience Design
Web Development
Human Computer Interaction
Graphic Design
Digital Art
Typography/Lettering
Printmaking

Experience and Activities

Google Computer Science Summer Institute

Participated in a competitive program designed to teach web development to minorities in Computer Science and give students access to new technologies and resources in Google employees.

CSC 161/171/172 Head Workshop TA

Facilitated small workshops for introductory CS courses to teach collaborative problem solving in a group setting. As Head Workshop TA, I coordinate scheduling and grading, assign workshops, and facilitate communication between Professors and their other TAs.

RocHack Member

As a member of RocHack, a group of UofR students interested in programming, hacking, and entrepreneurship, I attend and help organize workshops and hackathons.

The Opposite of People PR Chair and Webmaster

As the PR Chair of TOOP, the UofR's only student run theater group, I developed and coordinated social media promotion and designed logos and flyers for shows.

Projects

!coldUR

Designed a web application for RocHack's first hackathon that uses a modified version of Dijkstra's Algorithm to find the warmest route between two different locations on the UofR campus. The app won Best Overall Application for the hackathon, sponsored by Google

RocSpeak

Redesigned a previous version of a public speaking assessment application to improve data visualization, so that users are able to record a video speaking sample and get feedback on their volume, pitch, and facial expressions.

Relevant Coursework

Web Programming
Human Computer Interaction
Introduction to Digital Arts
The Science of Programming
Introduction to Printmaking
The Science of Data Structures
Introductory Drawing
Computation and Formal Systems