780-904-3499   **Isobel Adams**   Github: https://github.com/isobela

Edmonton, AB/ Vancouver, BC   LinkedIn: www.linkedin.com/in/isobel-adams-470ab8305

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Education

Bachelor of Science - Specializing in Statistics, concentration in Computer Science   **09/2021-12/2025**

University Of British Columbia   *Vancouver, BC*

<u>Main courses</u>: Applied Linear Algebra, Algorithms and Data Structures, Discrete Math, Design and Analysis of Experiments, Finding relationships in data, Numerical Approximation and Discretization, Software Construction, Stochastic processes, Statistical inference for Data Science, Statistics for Applications, Statistical learning

Work Experience

UBC Data Science Club   **10/2024-present**

Software Developer   *Vancouver, BC*

- Developed and enhanced the club website using Node.js, CSS ,React and Redux, HTML resulting in a more user-friendly interface.
- Translated Figma designs into responsive web components, improving overall user experience.
- Collaborated with team members to implement new features, enhancing site functionality and performance.

UBC Students for Make-A-Wish   **09/2023-present**

Sponsorship Coordinator   *Vancouver, BC*

- Obtain and maintain sponsors for fundraising events.
- Collaborate with a team to brainstorm and plan event ideas.

Anejo   **05/2024-09/2024**

Host/Service Support   *Edmonton, AB*

- Greeted and seated customers
- Used opentable to optimize amount of seatings and reservations
- Ran food, drinks and bussed tables

Treasury & Balance Sheet Management inc. Intern   **05/2023 - 09/2023**

Software development team   *Edmonton, AB*

- Implemented new writers and readers from a third-party company, debugging complications that arose from integration.
- Collaborated with financial analysts to improve layouts of reports, and to enhance efficiency when running reports.
- Back testing in SQL to ensure accuracy of existing algorithms.

Recent Projects

UBC Game Development club project   **09/2024-present**

- Creating a bullet heaven game using C# in Godot, collaborating with artists, musicians, and fellow programmers to bring the game to life.

Human pose Fruit ninja   **09/2024-10/2024**

- Developed a Python-based Fruit Ninja-style game where players slice moving "fruits" using real-time hand gesture detection with OpenCV, MediaPipe, and Pygame.

Deep-fake detection model   **10/2024**

- Designed and implemented a CNN model for deepfake detection, preprocessing a Kaggle dataset with OpenCV for image normalization and resizing to ensure consistency in training.

repAIr skin applet   **05/2024-09/2024**

- Developed an iOS app in Swift that uses a custom object detection model to identify facial blemishes, provides personalized skincare recommendations, and integrates an OpenAI-powered chatbot for real-time skincare advice.

Health&Harmony website   **04/2024**

- Created a website using python framework Django in 24 hours, enabling users to sign in and post public events, with a rewards system for attending events. Used Javascript ,CSS and HTML for UI.

Skills: Communication, Collaboration, Problem-solving, Personability, Dedication, Adaptability, Active Listening, Programming: Python, Java, R, C#, SQL, MATLAB, HTML, CSS, React, Javascript, Swift,C++,Figma, Excel