

# Isabella Santos Van Stedum

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📍 Chicago, IL  
(Willing to Relocate)

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## SKILLS

- C#
- React
- Unity
- Postgres
- FastAPI
- gRPC
- Python
- JavaScript
- SQL
- HTML & CSS
- Docker
- Flask

## EXPERIENCE

### Software Engineer Intern

February 2023 - Present, Remote

#### SunPower

- Member of the Virtual Power Plant team, a backend system connecting utility companies to SunPower customers
- Utilizing Python, FastAPI, gRPC, and SQL, Developed API RESTful routes intended to aid new customers to eligible programs and potential earnings for new customers based on certain characteristics and criteria.
- Implemented Test Driven Development methodologies, creating comprehensive integration and unit tests to ensure high code quality and reliability
- Utilized Docker to containerize the services and ensure consistency across different environments.
- Identified need for, designed, and built a mock service for a third-party API that is used within VPP integration tests

## PROJECTS

### Unity Princess Game

[https://github.com/ivanstedum/princess\\_unity\\_game](https://github.com/ivanstedum/princess_unity_game)

- Designed and developed Princess, a platformer game that promotes self-love and acceptance, using Unity and C#.
- Implemented advanced features such as player movement, collision detection, enemy AI algorithms, and optimized performance through techniques like object pooling and memory management.
- Demonstrated a deep understanding of OOP principles by creating clear class hierarchies, implementing modular systems, and ensuring the separation of concerns within the game's codebase.

### Inspiration Board

<https://github.com/Ada-C18/back-end-inspiration-board/compare/main...ivanstedum:back-end-inspiration-board>

- Collaborated in a 4-person team to develop a full-stack inspiration board using React, Flask, and Postgres.
- Implemented CRUD functionality and Git workflows to ensure successful project delivery.
- Utilized React's props system to share data between nested components.

### Santa Delivery Game

<https://github.com/ivanstedum/Santa-Delivery-Game>

- Developed a Santa delivery game using Unity game engine and C#. Integrated camera tracking functionality using OOP design patterns, ensuring smooth player movement and providing an immersive visual experience.
- Implemented dynamic spawn point logic, allowing presents and obstacles to be generated procedurally at runtime, ensuring varied and challenging gameplay experiences.
- Implemented scalable difficulty levels to adjust the game's challenge based on player performance.

## EDUCATION

### Graduate Software Development Training Program

2023 Seattle, WA

Ada Developers Academy

2023 Seattle, WA

### Bachelor of Arts, Film & Digital Media Production

2019 Chicago, IL

Loyola University Chicago

### Associate in Science, Associate in Art

2018 Palatine, IL

William Rainey Harper College