ISABEL GREINER

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EDUCATION

University of Illinois at Urbana-Champaign   **Champaign, IL**
College of Engineering - Bachelor of Science in Computer Science   *May 2021*
Dean's List – Fall 2017   *Cumulative GPA: 3.78/4.00*

WORK EXPERIENCE

Facebook   **Seattle, WA**
Software Engineering Intern   *June 2018 – August 2018*
- Built a mobile application with a team of three and in partnership with a Facebook engineer who served as my team's mentor over the course of five-weeks
- Produced an application, named Appetite, through Android Studio which allowed the user to add and store food items in a virtual fridge and recommended recipes based off the amount of ingredients missing from the recipe
- Integrated a Flask (Python) backend using a REST API client to store recipes, barcodes, and produce lookup codes
- Pulled and restructured recipe data from an API before running an algorithm which organized the recipe data
- Structured the skeleton of the application to primarily switch between fragment which included the recipe list, food entry view, fridge, and grocery list
- Presented our application in a prototype forum to Facebook employes and peers in our program

Johnson and Bell LTD   **Chicago, IL**
Intern   *June 2016 – August 2016*
- Facilitated the merging of paper to digital storage in a document management system for a law firm
- Structured a data base for depositions and employee files enabling easy access and search for structured and unstructured content

LEADERSHIP AND ACTIVITIES

Computer Science in the College of Engineering   **Champaign, IL**
CS125 Course Assistant   *January 2018 – Present*
- Managed office hours to work directly with students taking our hardest introductory computer science course
- Provided guidance to students on various topics including basic programming, recursion, and algorithm analysis

Phi Chi Theta, Professional Business Fraternity   **Champaign, IL**
Webmaster   *January 2018 – Present*
- Chosen as one of the top 12% of over 240 applicatants to develop professionally through resume critiques, mock interviews, case competitions, and goal planning
- Rennovated both the official and internal webpages for the fraternity to facilitate the easy access of information
- Built Relationships with 24 fellow pledges and 85 actives through social and service events

PROJECTS

Solar System Simulation
- Utilized VisualStudio, the OpenGL library, and the ofxdatgui library to build an interactive solar system application
- Constructed spheres of accurate size and speed, with NASA data, in a window and then parameterized their curbes to allow for ellipsoidal movements
- Included features into the window such as speeding up, pausing, and playing the simulation

Naïve Bayes Digit Classifier
- Implemented a program which trained itself off a sample of handwritten digits with known values
- Using the fact that either a pixel was colored or not colored in cases that a certain digit was written the program identified unknown handwritten digit samples and attempted to classify them

SKILLS

Coding Languages – Java, C++, Android Development, Python
Courses – Data Structures, Computer Architecture, Discrete Mathematics, Software Design Studio