

ISABEL GREINER

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EDUCATION

University of Illinois at Urbana-Champaign
College of Engineering - Bachelor of Science in Computer Science
Dean's List – Fall 2017

Champaign, IL
May 2021
Cumulative GPA: 3.78/4.00

WORK EXPERIENCE

Facebook

Software Engineering Intern

Seattle, WA

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 employees and peers in our program

Johnson and Bell LTD

Intern

Chicago, IL

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

CS125 Course Assistant

Champaign, IL

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

Spring 2018 Active Member

Champaign, IL

January 2018 – Present

- Chosen as one of the top 12% of over 240 applicants to develop professionally through resume critiques, mock interviews, case competitions, and goal planning
- Built Relationships with 24 fellow pledges and 85 actives through social and service events
- Improved public speaking through exercises including researching and presenting market trends

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 curves 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