Isabel Lucia Gomez

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EDUCATION
May, 2021

Cornell University, College of Arts & Sciences, *Ithaca, NY*
- B.A. in Computer Science and Linguistics
- 3.96 GPA, Dean's List all semesters
- Relevant coursework: Computational Linguistics, Natural Language Processing, Data-Driven Web Applications, Information Retrieval, Human-Computer Interaction

Thomas Jefferson High School for Science and Technology, *Alexandria, VA* — *Sep. 2013-Jun. 2017*

WORK EXPERIENCE

Software Engineer, Meta Reality Labs, *Seattle, WA* — *Aug. 2021-present*
- Full-stack engineer working on the OS shell for AR glasses
- Building user-facing experiences to delight users while interacting with the OS

Computer Science Instructor, Juni Learning, *Virtual* — *Sep. 2020-Jul. 2021*
- Executed one-on-one Computer Science lesson plans (Java, Python, and JavaScript) for students ages 8-18, while adapting to student needs and interests
- Maintained records for each student and communicated progress to parents

Teaching Assistant, Cornell University, *Ithaca, NY* — *Oct. 2018-Dec. 2020*
- Object-Oriented Data Structures Honors (CS 2112), 2 semesters
- Foundations of Artificial Intelligence (CS 4700), 1 semester
- Functional Programming (CS 3110), 2 semesters
- Received awards for exceptional teaching, tutored students in several programming languages, and helped refactor courses for a virtual format during COVID-19

TECHNICAL PROJECTS

Sign Search — *May 2020-present*
- Google Chrome extension for convenient lookup of words in American Sign Language, pooling resources from multiple ASL dictionaries to help users explore dialectal variation
- Collaborated with Georgia Tech's Center for Accessible Technology in Sign to create a web API for SmartSign Dictionary and incorporate it into the Sign Search algorithm

Our Power Hour — *Feb.-Jun.2021*
- Website to convert any YouTube playlist into a customizable drinking game to play with friends, created with React, Styled Components, and YouTube's API

Cards Against Cornellians — *Apr. 2019-May. 2021*
- A Python game engine for Cards Against Humanity, originally meant for commandline use. Enabled local network gameplay using sockets
- Converted to a web app by popular demand, using a Python, Flask-SocketIO, and React stack. Players can create and join game rooms with friends

LEADERSHIP

President, Cornell University Deaf Awareness Project — *Jan. 2018-Jun. 2020*
- Successfully advocated for the creation of American Sign Language classes at Cornell
- Planned events to educate about Deaf culture, ASL, and accessibility
- Responsibilities included creating agendas and leading weekly board meetings, long-term goalsetting, budget management, and collaboration with community agencies

SKILLS

Programming languages: Java, Python, JavaScript, Dart, HTML/CSS, PHP/Hack, OCaml
Front-end tools: React, Flutter, Styled Components, Gatsby, Netlify, Heroku
Miscellaneous: Git, Spanish, American Sign Language, Adobe Photoshop, photography