|  |  |
| --- | --- |
| Isabel Lee | website: [isabellee.me](http://isabellee.me)  isabelringing1@gmail.com  847 571 1251 |
| EDUCATIONYale University, New Haven, CT — *BS in Computer Science, May 2021* Coursework: Computational Intelligence for Games, Intelligent Robotics, Data Structures & Programming Techniques, Systems Programming and Computer Organization, Discrete Math.EXPERIENCEGoogle — *Software Engineer Intern***Los Angeles:** June 2020 - August 2020 Wrote production, consumer-facing code for Stadia, Google’s gaming-in-the-cloud platform. *Remote internship.* **Mountain View:** May 2019 - August 2019 Leveraged computer vision and augmented reality to prototype generative applications for company technology in development. Jet Propulsion Laboratory, Pasadena — *Technical Intern*June 2018 - August 2018 Utilized C++ & javascript to integrate mixed reality API from scratch into NASA-internal web visualization engine. Worked closely with WebGL rendering pipeline and implemented linear algebra-based algorithms. Yale School of Medicine, New Haven — *Student Software Developer* January 2018 - May 2019 Developed both augmented reality (ARKit, Swift) and virtual reality (C#, Unity) applications to aid medical students in learning neurobiological structures | LANGUAGES / SOFTWARE  * Python, Java, C++, C, javascript, HTML/CSS, Dart, Flutter * Unity, Photoshop, Git, Android development, AR/VR development  AWARDS / RECOGNITION Defensive Publication Award for Google IP (Summer 2019) **●** Richard U. Light Fellow (Spring 2020) **●** D. E. Shaw Nexus Fellow (2019) **●** Yale Creative and Performing Arts Award (2019) **●** Brooke Owens Fellowship Finalist (2017) **●** National Merit Finalist (2017) |

# EXTRACURRICULARS

## SheCode — *President* January 2018 - May 2019

Led a team of student teachers in Scratch and Python instruction for ~50 high school and middle school girls from underrepresented areas.

## Yale Daily News — *Contributing Illustrator* January 2019 - Present

## Girls IN2 STEM — *Founder and President* June 2016 - May 2017

Founded and championed Girls IN2 STEM, a STEM program for middle school girls meant to spark interest and give exposure to industry. Grew program to 20 adult STEM mentors, 60 teen mentors, and 100 middle-school girls.

# PROJECTS

**Synesthetic Soundtrack** — Prototype; computer vision and augmented reality leveraged to create immersive sonic landscapes. Part of my work on Google Daydream, awarded Defensive Publication in TD Commons.

**Moiré** — Built kinetic sculptures that induce dynamic optical illusions using original art, arduinos, servo motors, and more. An art installation built for and funded by one of Yale's residential colleges.

**AIIM** — Experimental long-form fiction written in javascript and HTML (http://aiim.online)

**Bottled Up** — Hackathon project for Reality Virtually@MIT 2019. An open-ended game where players generate a range of potions in virtual reality.