

**Isabel Wang**  
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## EDUCATION

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**University of California - Irvine** Irvine, California      Expected Graduation: June 2027  
Bachelor of Science in Computer Science and Engineering, Donald Bren School of Information and Computer Science  
Relevant Coursework: Python Programming with Libraries (Accelerated), Games and Society

## HONORS

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- Vamoose - A multiplayer online escape room video game
  - [GameGala](#) - First Place Winner (2023)
  - [Coolest Projects](#) - Judge's Favorite (2024)
  - [IgniteCS Expo](#) - Second Place (2024)
- Advanced Learning International Baccalaureate graduate from the Bellevue School District
- FRC Robotics FIRST Impact Award Winner (2022-2023), Team Sustainability Award Winner (2023-2025)

## EXPERIENCE

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**Stumbling Cat (<https://www.stumblingcat.com/>)** Seattle, Washington      2024-2025

*Game Design Intern*

- Applied Unity and C# scripting to design and implement original puzzles, quests, and boss fights for *Potions: A Curious Tale*
- Expanded on the game's established systems by scripting original quests and objectives
- Collaborated with other interns to engineer and design a multi-phase boss fight with new combat mechanics
- Prototyped interactive puzzle mechanics and expanded upon it with multiple variations

**Vamoose (<https://saltiesalt.itch.io/vamoose>)** Bellevue, Washington      2022-2024

*Lead Developer*

- Used Unity and C# to design and implement interactive rooms and puzzles
- Implemented multiplayer functionality through NetCode while overcoming challenges in shared puzzle states
- Designed, implemented, and tested custom puzzles and mechanics in various themed escape rooms

**BANSHEE UAV at California State Polytechnic University** Pomona, California      2024

*Software Intern*

- Contributed to the development of a robotic hand prototype designed to detect and respond to human movement
- Researched the implementation of ROS 2 Humble with external programs such as MediaPipe
- Debugged issues surrounding the functionality of a depth-sensing camera
- Reviewed and wrote documentation for the codebase

**Saints Robotics** Bellevue, Washington      2022-2025

*Director of Communications*

- Organized large-scale events for FLL, FTC, and FRC robotics, engaging over 20,000 people in three years
- **Saints Engineering and Robotics Camp (SERC)** – Organizer/Teacher
  - Communicated with parents regarding camp logistics and payment
  - Created curriculum and daily lesson plans to teach LEGO Mindstorms EV3 coding and engineering skills
  - Recruited, organized, and trained Teacher Assistants
  - Coordinated and delivered daily presentations on activities while delegating tasks to Teacher Assistants

**Cherry Crest Elementary School FLL** - Organizer/Coach

- Created and mentored 4 elementary school robotics teams by teaching them engineering and coding skills in preparation for First Lego League competitions
- Maintained communication with parents and PTSA to schedule and facilitate weekly meetings
- Recruited, trained, and coordinated student coaches to support each team

**FLL Qualifier** – Organizer/Volunteer/Judge

- Facilitated communication with event partners, coordinated logistics, and directed and recruited volunteers
- Scored presentations with other judges based on a rubric to ensure fairness in and consistency
- Deliberated with other judges to analyze results and make final award decisions

## SKILLS & INTERESTS

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- Working knowledge of Java, Python, C#, Unity, HTML, CSS, Javascript, and React
- Interested in software engineering, AI and game development
- Fluent in Mandarin and English