

Isabel Wang

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EDUCATION

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

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