ISABELLA INIGUEZ
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 GitHub | ⚲ iniguezisabella.github.io | 🔗 LinkedIn

EDUCATION

University of Illinois at Urbana Champaign, Urbana, IL

Master of Computer Science (MCS), Data Science   Expected Graduation: Dec 2026
- Accepted, will start in August 2025

Bachelor of Science (B.S), Mathematics   Expected Graduation: Aug 2025
- **Current GPA:** 3.49
- Minors: Computer Science, Statistics, Game Studies & Design
- **Awards/Honors:** The Renaissance Foundation Scholarship, UIUC President's Award Scholarship, R.H. Schark Student Aid Fund Scholarship
- **Notable Courses:** Abstract Linear Algebra, Data Science Discovery & Exploration, Intro to Data Storytelling, Data Structures, Modeling and Learning in Data Science, Data Visualization, Methods of Applied Statistics, Statistics Programming Methods
- **Member** Project: Code**, Member** ACM: GameBuilders**, Member** Amateur Artists of Illustration
- **Certificates:** UIUC Certificate in Data Science – View Credentials

PROJECT EXPERIENCE

Penguin Clutch Trends Model   April-May 2024
UIUC Data Science Exploration – Final Group Project
- Developed a logistic regression model to predict clutch completion rates using penguin clutch trend data.

Video Game Data Visualizations   Summer 2024
UIUC Data Visualization
- Created interactive dashboards visualizing video game sales and ratings data using Tableau and D3.js.

Various Machine Learning Models   Fall 2024
UIUC Modeling and Learning in Data Science
- Implemented classical and modern data modeling techniques, including feature engineering, linear models, supervised/unsupervised learning, and deep learning, to solve diverse data-centric problems.

Shared Tools & Technologies:
- Utilized Jupyter Notebooks, Visual Studio Code, and Python libraries (e.g., NumPy, Scikit-Learn, PyTorch).

PROFESSIONAL EXPERIENCE

Everyone Can Code Chicago, Chicago, IL   September 2020 – January 2021
Intern, Programmer – App Accelerator Program
- Successfully co-presented a pitch to a panel of investors and attained funding for development resources.
- Developed an iOS app, *EZPZ: The Job Finder*, using Swift with a team. The app aims to reduce minority unemployment by connecting Chicago youth with skill development and income opportunities.
- Operated in partnership with Apple and the University of Chicago.

Intern, Lead Programmer   June 2020 – August 2020
- Led a team in the creation of Nest, an iOS app prototype (in Swift) geared towards aiding students with both academic and mental health.
- Delegated roles amongst my team based on strengths and interest.
- Coordinated time and resources appropriately to ensure deadlines were met.

SKILLS / ACTIVITIES

- **Technical Skills:** Git, Python, Visual Studio Code, R, RStudio, C++, Adobe Creative Cloud, Google Workspace, Microsoft Office
- **Languages:** English (Native), Spanish (Intermediate)
- **Interests & Hobbies:** Video Game Development, Illustration