

ISABELLA BERTAGNOLLI

◆ (801) 495 3221 ◆ Irosebertagnolli@gmail.com ◆ [Personal Website](#) ◆ [Github](#) ◆ [Linkedin](#)

EDUCATION

University of Utah
Honors Computer Science BS Track

Expected Graduation May 2024
Current GPA **3.90**

SKILLS

Software

- **Proficient:** C#, Python, Pytorch, Java, HTML, CSS, Git
- **Familiar:** C++, C, .net core, React, Bootstrap, SQL, MongoDB, Javascript, Go, HCL

Leadership

- Women in Computing Club Treasurer, Utah Center for Inclusive Computing [Ambassador](#), Software Practice Teaching Assistant, GGV NextGen [Fellow](#)

WORK EXPERIENCE

HashiCorp – Remote **Software Engineering Intern** May 2023 - August 2023

- Created resources and datasources for a custom Terraform provider in Go and HCL
- Published and tested provider in conjunction with Metadata Service for internal teams to track infrastructure components
- Integrated Terraform provider with the Metadata Service improving developer productivity by 5%

Verdant Robotics – Hayward, CA **Software Engineering Intern** May 2022 - August 2022

- Trained a pytorch classification model to differentiate between field crops with 88% accuracy running on a farming robot
- Wrote a tool to get image data from field logs and used bounding box tools to crop and augment data for model training
- Constructed a custom pytorch dataset class to take in multiple sizes of images for the model training data

Northrop Grumman – Ogden, UT **Cyber Network Engineering Intern** May 2021 - August 2021

- Developed a network emulator for cyber security using Python, C# and Docker
- Completed a web software package that users could download in order to create up to 200 fake network computers to run security simulations for training employees
- Completed web software package to assess network health and security and detect malicious computers

Google Computer Science Summer Institute – Online Google, Inc. July 2020

- Participated in a 4 week intensive computer science summer program for high achieving students
- Collaborated with a partner to build a web game that allows the user to create an obstacle course for a ball with moving platforms in order to reach a goal

PROJECTS

Van Gan (Generative Adversarial Network)

- Designed and implemented a machine learning program that generated art based on datasets of impressionist paintings, landscapes or Van Gogh paintings. This was implemented using a deep convolutional generative adversarial network.

Recycling Game

- Assembled and worked in a team of 6 over the course of a month using agile methodologies, C++ and Git.
- Designed and implemented front end view of the main game screen.
- Implemented the main game mechanic for dragging and dropping items into the right bins.

HONORS / AWARDS

Waldon Family Scholarship	April 2023
University of Utah College of Engineering Distinguished Service Award	April 2022
Charles Hansen and Terri Case Endowed Scholarship	April 2022 - 2024
First Place, Computer Science and Electrical Engineering Div., U of U Science and Engineering Fair	March 2020
University of Utah Flagship Scholarship	May 2019 – Present