



Isaac Holloway

FULL STACK DEVELOPER

isaacholloway.code@gmail.com

🏠 Rockwood, Tennessee

☎ +1 (865) 246-9672

LINKS

[Portfolio](#)

[YouTube](#)

[Github](#)

TOOL STACK

- C#
- ASP.NET
- MySQL
- Javascript
- React
- TailwindCSS
- Lua
- Python
- Git

DEV EXPERTISE

- .NET C# Development
- ASP.NET & MVC Development
- Full-Stack Application Development
- REST API
- Authentication Implementation
- Client/Server Development
- Unit Testing
- Agile Development

About me

A highly motivated full stack developer with expertise in web applications & game systems. Successfully tackled a diverse range of projects, from online gameplay experiences to responsive web applications and restful APIs. Started writing code at the age of 13, I'm self-taught and driven by a passion of writing clean code & making things happen.

My Skills

C# • 5/5 Expert

ReactJS • 5/5 Expert

ASP.NET • 4/5 Advanced

MySQL • 4/5 Advanced

Typescript • 5/5 Expert

TailwindCSS • 5/5 Expert

Git • 4/5 Advanced

Unity • 5/5 Expert

Experience

Full Stack Web Developer

Create - Sep 2022 to July 2023

- Developed back-end solutions including writing & optimizing queries and implementing authentication.
- Worked closely with designers to develop front-end components.
- Wrote unit tests and reviewed code in pull requests from other team members.

Tech used: React, TypeScript, GraphQL, PostgreSQL, TailwindCSS, TypeORM, & NextJS.

Game Programmer

AnkleBreaker Studio - June 2023 to May 2024

- Developed systems for ranged weapons, physical projectiles, & explosions making use of heavy vector math, algorithms, performant net-code, and efficient data structures.
- Developed a web-admin panel using React & ASP.NET C#.
- Regularly profiled and optimized unperformant code, at times increasing performance by 25%.

Tech used: Unity3D, C# .NET, Plastic SCM, React, ASP.NET, & NextJS.

Game Programmer

RLTY - June 2023 to May 2024

- Developed Game Station/Session systems, allowing players to queue up together to compete in instanced party games.
- Developed Game tools system for designers to easily implement gameplay features without writing any code.

Tech used: Unity3D, C# .NET, Plastic SCM.

Game Programmer

Horizon Network - July 2021 to September 2022

- Developed core gameplay for a large player base, including implementing tons of gameplay features and pushing live updates to thousands of active players.
- 4 major updates, 1,207 commits, 6 repositories, and generated over \$20,000 in revenue within a year.

Tech used: Garry's Mod, LUA, MySQL, Pterodactyl Server Panel, Ubuntu Linux.