**Isaiah Alfred**

Software Engineer

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Experience\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

HeadStarter SWE – Fellowship

July 2024-Present

* Gain hands-on experience in developing and deploying AI models, understanding various algorithms, and applying machine learning techniques to real-world problems.
* Participating in 5 hackathons which develop problem-solving skills and the ability to innovate under time constraints through participation in hackathons.
* Creating a final project to be showcased to fellow engineers with the end goal of creating 1000+ users

Innovation Hub – Part Time

June 2024- Present

* Managed updates and maintenance for university servers, performed software installations and upgrades, and implemented backup solutions.
* Assisting students with VR, Unity, and Unreal Engine, providing troubleshooting, project optimization, and training sessions.
* Support the receptionist with student inquiries and general administrative tasks.

Education\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Florida State University

June 2022- Present

BA in Computer science

Topics:

* **Coding**: C, C++, Assembly Languages, HTML, SQL, C#
* **Computer Systems/Structures**: DSA, Operating Systems, Computer Organizations
* **Computer/IT Science**: Software Engineering, data communications, comp/network systems administration

Skills\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

SQL Python

C++ HTML

C# Java