Isaiah Philip

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Education

Georgia Institute of Technology, *BS in Computational Media* Jan 2024 - Present

- **GPA:** 4.0/4.0
- **Coursework:** Introduction to AI, Data Structures and Algorithms, Objects and Design
- **Extracurriculars:** Recreational Basketball, Animation Club (member), VGDev Club (concept artist)

Experience

Research Assistant, Georgia State University – Clarkston, GA Nov 2022 - Dec 2023

- Developed and designed a 2D motion simulator to act as an educational aid for introductory Physics students
- Completed a poster presentation documenting my process, components and interactions of the software, and the implications of the project

Projects

Gaming for Electric Power Grids Aug 2024 - Present

- Designing 3D particle and 2D UI assets for an electric power grid simulation game
- Tools Used: Aseprite, Unity3D

BlackJack Casino + Food Fabricator Chatbots Oct - Nov 2024

- Developed and deployed a chatbot capable of simulating a blackjack game in a casino setting, while speaking casually to the player
- Developed and deployed a chatbot to simulate an AI assistant on a future 'culinary 3D printer' capable of recommending foods and giving instructions to use the printer based on inquiry
- Tools Used: JavaScript, HTML, Open AI API

Spotify Wrapped Mobile App Mar - Apr 2024

- Co-developed an android app that uses user's Spotify analytics to provide an interactive experience unique to user's listening habits
- Used Firebase to store local accounts, and linked local accounts to Spotify accounts through the Spotify API
- Tools Used: Spotify API, Android Studio, Java, XML, Firebase

College Scheduler Mobile App Jan - Mar 2024

- Built an android application for students to track classes, exams, assignments, and a to-do list
- Used SQLite to store and access user data
- Tools Used: Android Studio, Java, SQLite, XML

2D Motion Simulator (Research Assistant Project) Jan 2023 - Dec 2023

- Developed and designed a webapp to dynamically simulate 2D motion based on user input
- Additionally includes a graph to model velocity or position over time, velocity vector arrows, and other indicators to help students better understand the motion
- Tools Used: HTML, JavaScript, CSS

Skills

Spoken Languages: Native English, Limited Working Greek, Basic Japanese

Computer Languages: Java, Python, HTML, JavaScript, XML

Technologies: Android Studio, VSCode, Aseprite, Unity, OpenAI playground