

Isaiah Philip

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Education

Georgia Institute of Technology, *BS in Computational Media*

Expected 2026

- **GPA:** 3.86/4.0
- **Coursework:** Game AI, Data Structures and Algorithms, Objects and Design
- **Extracurriculars:** Recreational Basketball, Animation Club (member), VGDev Club (concept artist)

Experience

Research Assistant, Georgia Institute of Technology (Whiteley Lab) – Atlanta, GA

Feb 2025 - Present

- Building lab website in Framer
- Co-led the development of a Python-based GUI application for browsing, filtering, and managing large-scale genome data of thousands of *Pseudomonas Aeruginosa* samples using PyQt.
- Tools Used: HPC (high-power computing), Bash, Python, PyQt, Framer, Slack

Research Assistant, Georgia State University – Clarkston, GA

Nov 2022 - Dec 2023

- Developed a browser-based 2D physics simulator to enhance student understanding in introductory courses
- Designed an academic poster detailing technical components, educational purpose, and user interaction outcomes
- Tools Used: HTML, CSS, JS, Microsoft Office

Projects

Gaming for Electric Power Grids - Vertically Integrated Project

Aug 2024 - Present

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

CH1MP

March - April 2025

- Developed a 2D side-scrolling action game for the Game Boy Advance using C
- Implemented core gameplay systems including collision detection, gravity physics, animation handling, parallax scrolling, and basic enemy AI
- Tools Used: C, Aseprite, Tiled

Visio Nocturna

April 2025

- Led early planning and gameplay design as project manager for a Unity-based horror game in which players escape a house while avoiding a monster
- Created the initial gameplay flowchart, delegated development tasks, and implemented key player interaction scripts and visual shaders
- Tools Used: Unity, C#

Untitled Comic

March 2025

- Created a short-form visual narrative combining 3D rendering, traditional illustration, and digital editing
- Used Blender to stage environments, enhanced visuals with hand-drawn pen and ink artwork, and finalized pages in Photoshop
- Tools Used: Blender, Pen & Ink, Adobe Photoshop

Skills

Languages: Proficient in Java and Python, Intermediate in HTML, XML, JavaScript, and CSS, Beginner in Bash.

Frameworks/Libraries: React, Flask, PyQt, OpenAI API, Spotify API, Firebase

Software: Blender, Aseprite, Unity, Figma, Canva, Photoshop