

Isak Jones

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PROGRAMMING EXPERIENCE AND PROJECTS

Recurse Center

November 2021 - February 2022

Participant

- Participated in a selective, self-directed, community-driven educational retreat for software engineers
- Developed Polka payments, practiced Leetcode problems, and collaborated with experienced programmers
- Hosted “Daily Leetcode” and “Haskell Interest Group”, dedicated to learning advanced features in Haskell

Polka Payments

November 2021 - January 2022

Backend API

- Payments processor written in Go lang that records incoming transactions and acts as a clearinghouse
- Includes a load balancer, load generator, multiple api servers, caching layer, and PostgreSQL database
- Processes 100,000 transactions sent and generated concurrently in ~46 seconds on average when run locally

Space Invaders

September - October 2021

Video Game

- Recreation of the classic retro game “Space Invaders” written in Python mainly using the Pygame library
- Followed a rigorous object-oriented structure and made use of inheritance, private methods, abstract classes
- Connected to a PostgreSQL server through the SQLAlchemy ORM tracking players and played games

Global Interest in the 2020 US Elections

May 2021

Data Science Paper

- Collected and analyzed Google Trends data to gain insights on interest in the US 2020 presidential elections
- Used libraries Pandas and Numpy to manipulate data and third-party APIs to collect it from various sources
- Generated data visualizations including bar graphs, line graphs, interquartile distributions, and regressions

PROFESSIONAL EXPERIENCE

McLarty Associates

May - August 2021

Consulting Intern

- Worked at a strategic advisory firm researching Mexican political and regulatory developments for corporates
- Wrote clear and concise memos synthesizing complex topics for both internal use and client presentations

Council on Foreign Relations

September - December 2020

Research Intern

- Developed Python scripts to automate data analysis in Excel computing statistics on global trade activity
- Conducted research under distinguished fellow Shannon K. O’Neil on global economic trade and politics

CoronaNet Research Project

June - September 2020

Research Intern

- Developed Python scripts to automate the creation of a Markdown dashboard used by 500+ researchers
- Tracked and coded policies enacted in response to Covid-19 for Italy and Mexico analyzing various sources

EDUCATION

New York University, College of Arts and Sciences

Graduated September 2021

Bachelor of Arts in Philosophy and International Relations

- **Grade Point Average:** 3.87/4.00, Magna Cum Laude
- **Relevant coursework:** Logic, Philosophy of Language, Statistics, Financial Accounting, Game Theory

SKILLS AND INTERESTS

Software: Linux command line, PostgreSQL, Git, Github, VSCode, Vim, Microsoft Office, Google Suite

Programming Languages: Go, Python (advanced), Java (intermediate), Bash, C, TypeScript, Haskell (beginner)

Languages: English, Italian, Spanish, and Serbo-Croatian (fluent), French (intermediate), Portuguese (beginner)

Interests: technology, functional programming, banking, philosophy, politics, foreign languages, cooking, fitness