KYLE ISAAK

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PROFILE

- Effective team leader with a positive spirit and ability to problem solve.
- Functions well in a team oriented environment.
- Initiative driven, working towards a common goal.
- Bilingual, fluent in both English and French.

EXPERIENCE

CITY OF BURNABY

Aquatic Leader | May 2021 - Present
Lifeguard and Instructor | 2013 - 2021

- Supervised and trained teams of aquatics staff at recreation centers and pools within the city.
- Scheduled and supervised aquatics programs such as swimming lessons and lifesaving courses.
- Operated, maintained, and troubleshot plumbing, electrical, and chemical systems involved in the daily operation of pools for the City of Burnaby.

SOFTWARE SKILLS

- Proficient in C/C++/C#.
- Proficient in Python.
- Experienced with HTML/CSS
- Experienced with R
- Knowledgeable in Java/Javascript

HARDWARE SKILLS

- Experienced in the building and repair of computer hardware systems.
- Experienced in the creation and design of electronic systems involving programmable microcontrollers

EDUCATION

SIMON FRASER UNIVERSITY

Bachelor of Science, Computing Science

August 2022

DOUGLAS COLLEGE

Associate of Science

December 2017

PROJECTS

TOXIC COMMENT CLASSIFICATION

Programmed in Python

- Implemented both a Naive Bayes classifier and a LSTM recurrent neural network to identify comments that are abusive in nature
- Achieved a classification accuracy just above 96%

"EDUSHARE" VIDEO CONFERENCING UI PROTOTYPE

Created using Balsamiq

- Designed a robust UI that addresses many problems with today's video conferencing software, with a focus on remote learning and working from home

FEDERATED MACHINE LEARNING FOR MRI CLASSIFICATION

Programmed in Python

- Implemented a proof of concept of federated machine learning which can be used to train medical classifiers without sharing or compromising patient data

TEMPLE ESCAPE GAME

Programmed in Java
Built with Apache Maven and IntelliJ IDEA

- Involved in all stages of development of a 2D maze game, including implementation of procedural generation and scaling difficulty

SUDOKU SOLVER

Programmed in Python

- Implementation and comparison of various search algorithms to solve Sudoku puzzles as efficiently as possible