

# Isaac K. Boaz

Seattle, WA • (208) 473-6497 • isaac@kboaz.dev  
<https://kboaz.dev> • <https://kboaz.dev/github>

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## Experience

- **Trimble** **Seattle, WA**  
*Software Engineering Intern* 06/2024 – 09/2024
    - Resolved a four-year-old bug that affected thousands in a JSX web application within four days.
    - Contributed to Tierceron, a [Go secrets manager](#), reinforcing security, architecture, and maintainability.
    - Worked with Bash and Azure to automate releases and workflows, utilizing DevOps for CI/CD.
    - Collaborated with a Scrum team to prioritize tasks and optimize workflows.
  - **Western Washington University** **Bellingham, WA**  
*Computer Science Teaching Assistant* 01/2024 – 06/2024
    - Designed unit tests to assist with grading student work.
    - Provided feedback and grades on assignments, projects, and quizzes.
    - Wrote  $\LaTeX$  documents for homework assignments and answer sheets.
    - Worked with professors to ensure students completed assignments and understood course material.
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## Projects

- **EdgeGamers Organization** <https://edgegamers.com>  
*Software Engineer, Volunteer* 2022 – Present
    - Developed and maintained projects including Java & C# server plugins.
    - Coordinated with a team of 26 to ensure tasks, goals, and issues were completed promptly.
    - Documented new policies, procedures, and systems for onboarding and training of new members.
    - Maintained servers with automated production / development pipelines using Docker, GitLab, and GitHub.
  - **Trouble in Terrorist Town** <https://kboaz.dev/gh/TTT>
    - An implementation of TTT written in C# focused on modularity and multi-platform support.
    - Achieved abstraction of platform-specific implementation with unit testing.
    - Implemented automated build, test, and release pipelines with GitHub Actions.
    - Statistics website created using SvelteKit with a Bun and PostgreSQL backend.
  - **Jailbreak** <https://github.com/edgegamers/Jailbreak>
    - A Counter-Strike 2 plugin written in C# to allow for the Jailbreak gamemode to be played.
    - Integrated with a C++ based MetaMod plugin using the CounterStrike Sharp framework.
    - Utilizes MySQL for player statistics management.
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## Education

- **Western Washington University** **Bellingham, WA**  
*College of Science and Engineering, B.S. Computer Science* 2022 – 2024
    - Minor in Mathematics.
    - Graduated December 2024.
  - **South Seattle College** **Seattle, WA**  
*College of Science and Engineering, A.S. Computer Science* 2021 - 2022
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## Technical Skills

**Languages:** C#, Golang, Java, JavaScript / TypeScript, SQL  
**DevOps Tools:** AWS, Linux (Bash, scripting, utilities), Docker, Git, CI/CD (GitHub, GitLab, Azure)  
**Development:** OOP, Functional & Dynamic Programming, Unit & Integration Testing