Isaac K. Boaz

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https://kboaz.dev • https://kboaz.dev/github

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.

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.

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*

Technical Skills

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