

# Isaac K. Boaz

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

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## Experience

- **Trimble** Seattle, WA  
06/2024 – 09/2024  
*Software Engineering Intern*
    - Resolved a four-year-old bug that affected thousands of clients in a JSX-based web application within four days.
    - Contributed to the development of a Go secrets manager, reinforcing security, architecture, and maintainability.
    - Worked with Bash and Azure to automate releases and workflows, utilizing DevOps principles for CI/CD.
    - Collaborated with a Scrum team to prioritize tasks and optimize workflows.
  - **Western Washington University** Bellingham, WA  
01/2024 – 06/2024  
*Computer Science Teaching Assistant*
    - Designed unit tests to assist with grading student work.
    - Provided feedback and grades on assignments, projects, and quizzes.
    - Wrote L<sup>A</sup>T<sub>E</sub>X 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>  
2022 – Present  
*Software Engineer, Volunteer*
    - 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.
    - Achieves 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  
2022 – 2024  
*College of Science and Engineering, B.S. Computer Science*
    - Minor in Mathematics.
    - Graduated December 2024.
  - **South Seattle College** Seattle, WA  
2021 - 2022  
*College of Science and Engineering, A.S. Computer Science*
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## Technical Skills

**Languages:** C#, GoLang, Java, JavaScript / TypeScript, SQL

**DevOps Tools:** Linux (Bash, scripting, utilities), Docker, Git, CI/CD (GitHub, GitLab, Azure)

**Development:** OOP, Functional & Dynamic Programming, Unit & Integration Testing