

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 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**
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.
 - 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**
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: Linux (Bash, scripting, utilities), Docker, Git, CI/CD (GitHub, GitLab, Azure)
Development: OOP, Functional & Dynamic Programming, Unit & Integration Testing