

Isaac K. Boaz

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Experience

- **Trimble** **Seattle, WA**
Software Engineering Intern 06/2024 – 09/2024
 - Resolved a 4-year-old bug in a JSX-based web application within 4 days.
 - Collaborated with a Scrum team to prioritize tasks and optimize workflows.
 - Contributed to the development of a **Golang**-based **secrets manager**, reinforcing modularity, robust architecture, and maintainability.
 - Created shell and Azure DevOps scripts to automate releases and workflows, incorporating DevOps principles for CI and CD.
 - **Western Washington University** **Bellingham, WA**
Computer Science Teacher Assistant 01/2024 – 06/2024
 - Held office hours to assist students with assignments and projects.
 - Provided feedback and grades on assignments, projects, and quizzes.
 - Worked with professors to ensure students completed assignments and understood course material.
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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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Projects

- **EdgeGamers Organization** <https://edgegamers.com>
Software Engineer, Volunteer 2022 – Present
 - Developed projects including Java & C# server plugins and maintenance.
 - Managed and maintained multiple videogame servers, set up and separated production / development servers using automated systems including Docker, GitLab, and GitHub.
 - Coordinated with a team of 26 people via GitLab to ensure tasks, goals, and issues were completed promptly.
 - Managed public-facing issue trackers, working with divisional managers to assure issues were marked, responded to, and resolved as appropriate.
 - Documented new policies, procedures, and systems to allow for easier onboarding and training of new members.
 - **Jailbreak** <https://github.com/edgegamers/Jailbreak>
 - A Counter-Strike 2 server plugin written in C# to allow for the Jailbreak gamemode to be easily played.
 - Integrated with a C++ based MetaMod plugin using the CounterStrike Sharp framework.
 - Utilizes MySQL for player state and stats management.
 - **AdminMode** <https://git.msws.xyz/MS/admin-mode>
 - A Minecraft plugin written in Java that allows server moderators / administrators to easily enter *admin mode*.
 - Entering / leaving *admin mode* preserves player state to reduce interruptions.
 - Integrates with **DiscordSRV** for transparent logging to upper management.
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Miscellaneous

Languages: C#, Golang, Java, JavaScript / TypeScript, SQL

Development Stacks: DevOps, Infrastructure as Code (Docker), CI/CD tools (GitHub, GitLab, Azure)

GitHub: <https://github.com/MSWS>

Website: <https://msws.xyz>