

# Isaac K. Boaz

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## Experience

- **Trimble**

*Software Engineering Intern*

**Seattle, WA**

06/2024 – 09/2024

- Contributed to the development of a Golang-based secrets manager.
- Resolved a 4-year-old bug in a JSX-based web application within 4 days.
- Identified, prepared, and deployed Windows agents for the secrets manager.
- Created shell and Azure DevOps scripts to automate releases and workflows.
- Met with a Scrum team weekly to understand responsibilities and blocks.

- **Western Washington University**

*Computer Science Teacher Assistant*

**Bellingham, WA**

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**

*College of Science and Engineering, B.S. Computer Science*

**Bellingham, WA**

2022 – 2024

- Minor in Mathematics.
- Graduated December 2024.

- **South Seattle College**

*College of Science and Engineering, A.S. Computer Science*

**Seattle, WA**

2021 – 2022

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## Projects

- **EdgeGamers Organization**

*Software Engineer, Volunteer*

<https://edgegamers.com>

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

**Skills:** C#, Golang, Java, JavaScript / TypeScript, SQL,  $\LaTeX$ , Git, Docker, DevOps, AWS, Google

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

**Website:** <https://msws.xyz>