Isaac K. Boaz

Seattle, WA • (208) 473-6497 • isaac@kboaz.dev
https://kboaz.dev • https://kboaz.dev/github

Experience

- **Trimble**   **Seattle, WA**
  Software Engineering Intern   *06/2024 – 09/2024*

  - Collaborated with a Scrum team to prioritize tasks and optimize workflows.
  - Worked with Bash and Azure to automate releases and workflows, utilizing DevOps principles for CI / CD.
  - Resolved a four-year-old bug that affected thousands of clients in a JSX-based web application within 4 days.
  - Contributed to the development of a Go secrets manager, reinforcing security, architecture, and maintainability.

- **Western Washington University**   **Bellingham, WA**
  Computer Science Teacher Assistant   *01/2024 – 06/2024*

  - Designed unit tests to assist with grading student work.
  - Wrote LaTeX PDFs for homework assignments and answer sheets.
  - Provided feedback and grades on assignments, projects, and quizzes.
  - 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

  - Abstraction of platform-specific implementation with unit testing.
  - Achieved automated build, test, and release pipelines with GitHub Actions.
  - An implementation of TTT written in C# focused on modularity and multi-platform support.

- **Jailbreak**   https://github.com/edgegamers/Jailbreak

  - Utilizes MySQL for player statistics management.
  - Integrated with a C++ based MetaMod plugin using the CounterStrike Sharp framework.
  - A Counter-Strike 2 server plugin written in C# to allow for the Jailbreak gamemode to be played.

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#, Golang, Java, JavaScript / TypeScript, SQL
DevOps Tools: Linux (Bash, scripting, utilities), Docker, Git, CI/CD (GitHub, GitLab, Azure)
Development: OOP, Functional Programming, Dynamic Programming, Unit & Integration Testing