Isaac Shure isaacshure.tk

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Education

2013 - 2017: Currently a senior at Flintridge Preparatory School, La Canada.

Experience

- Fall 2014-March 2016 Worked on Project Selene (which later became part of MIT's KitCube team), building a "cubesat" or microsatellite, to enter in NASA's Cubequest challenge, which was intended to enter a stable lunar orbit and transmit data packets back to earth. Served as a lead subsystem engineer for a year, and was then promoted to project manager.
- Spring 2013 On development team for Pebble Fly, a project aiming to make quadcopters more intuitive and accessible by allowing motion control with a pebble smartwatch.
- Winter 2015 Created and was on development team for Peregrine, a node.js application that conveniently converts imessages to sms and vice-versa: http://challengepost.com/software/peregrine
- Spring 2015 On development team for Sketch, a more intuitive form of 3D printing designed to better foster creativity without sacrificing the precision of a computer: http://challengepost.com/software/sketch
- Active member of Robotics club, Tech Club, and 3D modeling and animation club

Skills

- **Project Management**
- **Used to working as part of a team**
- **C++/Java**

- **Javascript/HTML/CSS**

- **Hardware/Circuitry**

- **Python**

- **Used to working with Microsoft Office/Google Drive, Keynote, and Photoshop**

- **Basic Spanish Speaking and Comprehension (ILR 2+)**

- **Comfortable with Mac OS X, Windows, and Linux/Gnu**

- **Basic knowledge of common algorithms and CS theory**