

# ISSAC ROY

U.S. Citizen, San Diego, CA

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## Education

### University of California San Diego (4.0 GPA)

B.S. Data Science | Math Minor | Cognitive Science Minor

March 2027

San Diego, CA

## Experience

### Neurocrine Biosciences | Data Engineer Intern

June 2025 – September 2025

- Architected and deployed containerized cloud-based web scraper to avoid \$200K in annual operating expenses.
- Prototyped an AI-driven data pipeline to convert raw patient data into study-specific narratives, streamlining reporting and decision-making for study teams.
- Implemented end-to-end DevOps workflows using Terraform (IaC), AWS Lambda, and multi-env CI/CD pipelines while collaborating across data and software teams using Jira and Confluence.
- Supported the Clinical Data Science team's mission to enhance monitoring and oversight of clinical trials by developing and maintaining scalable ETL pipelines and Power BI dashboards.

### Data Science Student Society (DS3) | Director of Software

October 2024 – Present

- Bridging the gap between classroom theory and real-world practice by leading workshops on cloud computing, containerization, web development, Terraform, and Git, training 200+ students on industry-standard tools.
- Directing the design, development, and deployment of full-stack websites for UCSD clubs, contributing personally to front-end and back-end code.
- Leading a 10+ member software team in one of the largest data science clubs in the nation, applying Agile methodologies to improve collaboration and delivery.

### San Diego Taxpayer's Association | Data Science Intern

October 2024 – January 2025

- Enhanced data-driven policy analysis by developing a pipeline that aggregates and analyzes public sentiment on local issues and policies, supporting evidence-based recommendations for policymakers.

## Projects

### Turbo 3D Engine | C++, SDL2

March 2025

- Developed a CPU-based 3D graphics engine from scratch with support for camera movement, lighting, texture mapping, and OBJ file parsing to render complex 3D models with realistic lighting and shading effects.
- Expanded skills in low-level graphics programming, performance optimization, and real-time rendering fundamentals.

### YipYap, the Chat App for Yappers | React, MongoDB, Express, SocketIO, TypeScript, Figma

August 2024

- Developed and deployed a full-stack chat app with real-time yapping using SocketIO, MongoDB, and Express.js.
- Designed user interfaces in Figma, built REST APIs, and integrated AI models for intelligent conversation suggestions.
- Expanded skills in backend architecture, DBMS, authentication, and UI/UX design.

## Extracurricular

### Project Daedalus | OpenRocket, C++, 3D Printing, Raspberry Pi

October 2025 – Present

- Developing a G-class rocket with a 3D printed payload fairing and a custom parachute system.
- Using OpenRocket to simulate the rocket's flight and programmed the avionics system to collect telemetry data during flight with GPS and IMU sensors.

### OnlyDance | OpenCV, ModelPipe, React Three Fiber, TypeScript, Python, FastAPI

April 2025

- Won 1st place at DataHacks 2025 against 50+ teams by developing an interactive full-stack app that teaches dance routines using 3D avatars and real-time feedback.
- Engineered a real-time similarity scoring system using joint weighting, frame interpolation, and sliding window techniques for robust pose matching.

### Self-Playing Guitar | Arduino, CAD, Laser Cutting, 3D Printing

December 2023

- Won 1st place at IEEE's Fall Competition against 30+ teams with a self-playing guitar.
- Designed and fabricated custom parts using laser cutting and 3D printing and programmed a note transcriber in Arduino C to map musical notes to servo motions.

## Technical Skills

**Certifications:** AWS Cloud Practitioner, AWS AI Practitioner, AWS Solutions Architect Associate

**Languages:** Python, SQL, React, TypeScript, Java, C, C++, C#, Go, Lua

**Tools:** AWS, Git, MongoDB, Jira, Confluence, Terraform, PyTorch, Docker, Linux