

# ISSAC ROY

U.S. Citizen, San Diego, CA

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## Education

### University of California San Diego (3.98 GPA)

March 2027

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

San Diego, CA

Courses: Data Structures, Computer Vision, Systems Programming, Computer Organization, Database Management

## Experience

### Neurocrine Biosciences | Software Engineer Intern (Data Infrastructure)

June 2025 – September 2025

- Architected a serverless application on AWS (ECS, Lambda) to automate data ingestion, decoupling system components and reducing operational costs by \$200k annually.
- Engineered a production backend pipeline using Python and AWS Bedrock, integrating LLM endpoints with relational databases (Redshift) to automate complex document generation.
- Implemented Infrastructure as Code (IaC) using Terraform and built multi-environment CI/CD pipelines, enforcing DevOps best practices and reducing deployment latency.

### San Diego County Taxpayers Association | Technical Intern

October 2024 – January 2025

- Developed a robust web scraping service using Playwright (Python) to harvest data from dynamic web pages, engineering solutions for rate-limiting and edge cases.
- Developed a high-performance frontend dashboard using Plotly Dash (React-based), implementing client-side caching and callback optimization to render large-scale datasets with sub-second latency to inform policy recommendations.

## Projects

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

March 2025

- Built a 3D graphics engine from scratch in C++, implementing a custom rasterization pipeline, matrix transformations for camera space, texture mapping, and lighting without external graphics libraries.
- Optimized rendering performance through manual memory management and efficient vertex processing algorithms and a custom linear algebra library.
- Wrote an OBJ file parser to load and render 3D models from file, implementing a custom material system, texture mapping, and multiple lighting models for realistic rendering.

### Project Daedalus (Avionics System) | C++, Raspberry Pi, OpenRocket

October 2025 – Present

- Engineering the avionics package for a G-class rocket, programming a Raspberry Pi in C++ to interface with IMU and GPS via I2C for telemetry and high-frequency flight logging.
- Designed a custom 3D-printed fairing to protect electronics under high-G launch loads and integrated a custom PCB for sensor isolation and power management for safe operation.

### Self-Playing Guitar | C++, Arduino

December 2023

- Won 1st place at IEEE's Fall Competition against 30+ teams by engineering a self-playing guitar with custom laser-cut and 3D printed parts, programming a note transcriber in C++ to map musical notes to precise servo motions.

## Leadership

### AWS Cloud Club at UCSD | Founder & VP Technical

November 2025 – Present

- Established UCSD's official AWS affiliate organization, fostering a technical community focused on upskilling students in cloud computing, serverless architecture, and industry best practices.
- Curating and leading technical workshops on core AWS services (S3, Lambda, SageMaker), equipping 200+ members with the practical skills to build and deploy scalable cloud infrastructure.

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

October 2024 – Present

- Directing a team of 10+ engineers to build full-stack web applications for a 1,000+ member community, enforcing Agile workflows and CI/CD standards through Github Actions.
- Architected the backend for the centralized membership portal, implementing secure authentication flows and managing complex SQL database schemas on Supabase/Postgres.

## Technical Skills

**Tools:** AWS, Terraform, Docker, Git, CI/CD, Postgres, MongoDB, Jira, Confluence

**Embedded & Systems:** Raspberry Pi, Arduino, I2C/SPI, Linux, SDL2, Make, GCC

**Languages:** C++, C, Python, Java, SQL, React, Bash, TypeScript