

# Lawrence Kyle Isla

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## Education

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### Computer Science and Software Engineering, University of Washington Bothell

Expected Graduation June 2025

- 3.93 GPA
- Relevant Courses: Computer Programming I, Computer Programming II, Data Structures, Algorithms, and Discrete Mathematics I, Data Structures, Algorithms, and Discrete Mathematics II, Network Programming

## Experience

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### Calculus Class Grader, University of Washington Bothell

January, 2022 – March, 2022

- Corresponded with a professor to outline proper grading procedures
- Returned graded papers to students within a strict timeframe

### Collaboratory Volunteer, University of Washington Bothell

September, 2022 – Present

- Educate visitors on the operation of certain equipment such as 3D printers
- Discuss with visitors regarding projects they want to complete and how to complete them

## Activities

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### GrayHats Cybersecurity Club Officer, University of Washington Bothell

January, 2023 – Present

- Create and present tutorials about topics in cybersecurity such as web exploitation and open source intelligence
- Prepare with club members for competitions such as Hivestorm and CCDC
- Participate in outreach activities such as advertising in classes and recruiting at club fairs

## Projects

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### SpringRunners (<https://github.com/Jeffcaruso/css385-SpringRunners>)

A game created in Unity with C# by me and three others over the course of five weeks for a game development course. This project taught me the challenges of and gave me experience in creating software with a team.

### Portfolio Website (<https://github.com/ThePokepro95/BIMD233-Website>)

A website meant to act as a portfolio/resume of sorts to advertise myself. This was created as the final project of a course and the technologies used in the project were HTML, CSS, JavaScript, Bootstrap, and JQuery.

## Skills

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Technical Skills: Java, C++, HTML, CSS, JavaScript, Bootstrap, jQuery, and SQL

Tools: Git and Bash