

Isiah Abad

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Work Experience

Software Developer

June 2022 - Present

General Motors | Chandler, AZ

- Collaborated in a team based environment across all Global Dealer Information Systems organization with the use of agile development methodologies.
- Enhanced enterprise-grade applications by aligning it with company coding standards, ensuring its continued functionality and long-term viability.
- Aggressively identified software issues relating to code or solutions quality, security, and/or pattern/frameworks and software usability or end user related issues.
- Developed a car inventory application using Java Spring Boot, Angular, and PostgreSQL, which allows authorized users to store and alter car parts. Used Spring Security to authenticate and provide access controls for users. Implemented Java services and database schema to manage user and car part information.
- Reverse engineered 75 DataStage and 20 Autosys jobs in the production environment, identifying DataStage source/target databases, and job components that were involved to determine a high-level estimate for migrating to a supported version of DataStage.
- Successfully migrated and deployed 16 DataStage interfaces using IBM IIS Tools, as part of an initiative to decommission an unsupported DataStage platform. Provided support and maintenance for malfunctioning applications, ensuring its smooth operation and optimal performance.
- Utilized HTML, CSS, and Thymeleaf to design and generate several dealership legal contracts meeting the specific needs of the dealership and its business partners which will be used worldwide by dealerships.
- Demonstrated a comprehensive understanding of Microsoft's SSIS tool, AWS, and C# to develop a robust client-service communication, which is used to enhance existing global dealer software and extract data from an unsupported platform.

Course Instructor

May 2020 - Jan. 2021

Codakid | Scottsdale, AZ

- Facilitated engaging and comprehensive coding lessons to students, focusing on the fundamentals of programming.
- Introduced students to the world of game development using a variety of programming languages, including Java, JavaScript, Python, Lua, and Scratch.
- Fostered students' understanding of coding concepts and encouraged their creativity in developing their own games.

Personal Projects

Superstars of the NBA

Jan. 2022

- Created a ReactJS filtering application allowing users to view current NBA player information from a JSON file based off of search and filtered inputs, utilizing ReactJS hooks, JSON/array parsing, and props.

PASA Mini FG Informational Website

Sept. 2021

- Developed and designed a responsive HTML/CSS web application informing current and future members of the Philippine Association about the yearly event "Friendship Games". Provides a user-friendly and convenient solution that simplifies the process of finding game-related information and facilitates seamless registration.

Technical Skills

Java, Spring, HTML/CSS/JS, Angular, ReactJS, Software Analysis, C#, C/C++, IBM InfoSphere DataStage, Autosys, SSIS

Education

Arizona State University | Tempe, AZ

Aug. 2018 - Aug. 2022

B.S Computer Science