Isaak Getz

Seattle, WA • Linkedin

SKILLS / INTERESTS

- Languages: Python, Java, C/C++, Typescript/Javascript, Go, and C#
- Tools: Docker, Git, GitLab, Google Cloud, HDF5, Helm, Kubernetes, Linux, PostgreSQL, Vim
- Personal: photography (published in Wasatch magazine), rock climbing, skiing, mountain biking

EMPLOYMENT

Meta

Production Engineer - AI and Data Responsibility

November 2024 to present

Bellevue, WA

Maintained internal data lineage system for tracking company-wide data flows

Verite Group

April 2024 to September 2024

Associate Engineer

Sterling, VA

• Full stack development - Python/Django and Typescript/React

Sandia National Laboratories

May 2023 to August 2023

Software Development Intern

Albuquerque, NM

- Parallelized HDF5 file I/O and compression, resulting in 3x write speed increase (C++ and OpenMPI).
- Added GZIP compression to internal data processing library, reducing output file size by 75% (C++).
- Created internal library for evaluating satellite ground system data processing performance (C++).
- Built wrapper Python library for ResNet image classifier in ML deployment course.

InnoSys

September 2021 to October 2022

Software Developer / DevOps Engineer

Remote / Salt Lake City, UT

- Built real-time alert feature with the Twilio SMS API to provide critical sensor condition warnings.
- Installed and configured a diverse collection of software running on Google Kubernetes Engine including Scylla, NGINX ingress, Keycloak, Astarte (IoT data platform), and a proprietary Django/React web app.
- Led interviews to screen potential new interns, and mentored/onboarded new hires.

SLATE (University of Chicago & University of Utah Joint Research Project) High Performance Computing Intern

May 2020 to August 2021

Remote / Salt Lake City, UT

- Packaged Telegraf (monitoring/metrics service) as a Kubernetes application (Helm chart).
- Wrote tutorials demonstrating Kubernetes cluster setup with Ansible and Kubespray on various scientific testbeds (CloudLab and Chameleon).
- Learned Linux/networking fundamentals by exploring Named Data Networking (alternate layer 3 protocol).

EDUCATION

University of Utah

Bachelor of Computer Science, summa cum laude

GPA: 4.0

• Courses: AI, Computer Architecture, Distributed Systems, Machine Learning, Parallel Programming

PROJECTS

- Custom flight search engine in Java/Spring and React (1st-place senior capstone design project)
- Dynamic memory allocator (C)
- Raft consensus protocol (Golang)

NOTABLE ACHIEVEMENTS

- Team lead for 1st-place senior capstone design project (budget-friendly flight search engine)
- Viewmont High School Valedictorian, National Merit Scholarship Finalist
- Spent 4 months solo traveling through Costa Rica, Portugal, and Chile