

Isaac Siegel

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Experience

Software Engineer Intern, Apple (Upcoming)

June 2016-September 2016

Software Engineer Intern, Bluebeam Software

June 2015-September 2015

- ❖ Architected/Implemented a blueprint collaboration platform using AngularJS, Node, REST, Foundation, QUnit
- ❖ Implemented bi-directional infinite scrolling to improve chat scalability
- ❖ Hosted seminar on Software Engineering, Agile, Test Driven Development

Software Engineer Intern, Northrop Grumman Corporation

June 2014-September 2014

- ❖ B-2 Spirit Stealth Bomber, Mission Planning Software
- ❖ Developed 14 code packages, tested with NUnit/AQTime for 100% code coverage
- ❖ Regularly utilized continuous integration, participated in peer reviews, and demoed work for the Air Force

Programming Instructor, UCode

July 2013-May 2014

- ❖ Assumed responsibilities including leadership of instructors and analysis of teaching methodology/curriculum
- ❖ Taught students to program in Java, HTML, CSS, JavaScript, Scratch for **1000 Hours**
- ❖ Taught recursion to a 5th Grader, best day ever.

Competitive Programming

1st Place 2016 Information Technology Competition (Web Development Bracket)

- ❖ [JobWellDone.io](#) Implemented case study requirements in 10 days
- ❖ Used MongoDB, NodeJS, AngularJS, SocketIO. Personally focused on scalability of MongoDB solution.

1st Place Causathon (Non-Profit Hackathon) Winner

- ❖ Developed a patient database system for non-profit: Padres Contra El Cancer in 24 hours.

ACM Southern California Regionals

- ❖ Ranked as the top team out of four from Cal Poly Pomona. Ranked 29/84 overall.

Projects

Bronco Scheduler (HackPoly '14)

February 2014

- ❖ [www.BroncoScheduler.com](#) **17000+ Users, 31000+ Sessions**
- ❖ User enters possible class times, website displays ideal schedules based on preference filters

TrafficGlobe.io, Data Visualization

January 2016

- ❖ Developed a real time visualization for web traffic, superimposed on a 3D WebGL globe

SnapThat, Android App

June 2015

- ❖ Developed a social, camera based scavenger hunt app deployed in the Google Play Store

Scavenge With Friends (HackPoly '15)

February 2015

- ❖ Developed a real time virtual scavenger hunt in Google Street View using Firebase

Team Lead, Software Engineering Course Project

January 2015

- ❖ Developed backend REST API server using Java Spring/MongoDB, and frontend using AngularJS
- ❖ Deployed automatic build procedures/unit testing/continuous integration with Jenkins

Skills

Languages: Java, Javascript, Python, HTML, CSS

Technologies/Frameworks: MongoDB, AngularJS, NodeJS, REST, Spring, JUnit, NUnit, QUnit

Education

California State Polytechnic University, Pomona

Expected Dec 2016

- ❖ Bachelor of Science in Computer Science, GPA: **3.5**, Multiple Dean's List Honors

Hobbies

- ❖ Principal French Horn in CPP Wind Ensemble: 12 Years of Study, Spanning 16 Ensembles
- ❖ Lunar and Eclipse Astrophotography