Isaac Chacko

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EDUCATION

Texas A&M University   College Station, TX
Engineering Honors, B.S. Computer Science, Applied Mathematics.   *Aug. 2024 – May 2028*

EXPERIENCE

Dreamweavers   Jan 2025 – Present
Co-Founder, Lead Developer   *College Station, TX*
- Designed, programmed, tested, and published in Godot shader-based graphics in 48 hours.
- Open-sourced game development testing to develop community feedback.

TAMU TACO Group   Oct 2024 – Dec. 2024
Machine Learning Developer   *College Station, TX*
- Developed PyTorch feed-forward models for video frame interpolation.
- Analyzed, tested and implemented super-resolution techniques to enhance video quality

AggieSEEK   Sept. 2024 – Dec. 2024
Backend Software Developer   *College Station, TX*
- Utilized Google OAuth, AWS Lambda, React, Node.js, and MongoDB to build a scalable and interactive web application.
- Developed a platform designed to streamline course selection for Texas A&M University students (Aggies).
- Collaborated with a team of 50+ members in the development of a real-time web application.

Code Ninjas   Jul. 2021 – Jun. 2024
Programming Instructor   *Richmond, TX*
- Lectured in JavaScript and C++ regarding complex algorithms and data structures, incorporating Unity game engine principles.
- Held weekly STEM camps covering diverse topics such as 3D printing, 3D game development, robotics, and microcontrollers.
- Developed and implemented a new curriculum module focused on introductory Python programming, resulting in a 15% increase in student enrollment in advanced courses.

LUMINARE   Jul. 2023 – Aug. 2023
Software Development Intern   *Houston, TX*
- Interned with LUMINARE, a rising medical tech startup in the Texas Medical Center focused on improving rapid Sepsis detection and response procedures.
- Developed a full stack website with responsive frontend web pages with Lisp language architecture via Clojure and a complete database backend using PostgreSQL and ClojureScript.

PROJECTS

Presentation Coach | *Python, React, Next.JS*   September 2024
- Received one of only two honorable mentions out of 160+ hackers.
- Developed a tool to calculate real-time audience retention analytics.
- Implemented machine vision and speech vectorization for slide deck analysis.

Resumate | *Next.JS, Pinata, Git*   Dec 2024
- Developed a fullstack application to aid future internship hunters by matching them to their internship.
- Recursively scrapes Linkedin for future internship openings
- Uses Pinata API for backend server-side storage

TECHNICAL SKILLS

Languages: Python, C++, C, Java, JavaScript, HTML, Clojure, ClojureScript, Lua, SQL
Technologies: Debian/Ubuntu Linux, Git, Django, Flask, Selenium, NextJS, Unity3D, Godot, OpenCV
Areas: Full Stack Web Development, Game Design/Development, Web Scraping, Data Analysis