

Isaac Chacko

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EDUCATION

Texas A&M University, Engineering Honors <i>B.S. Computer Science, Applied Mathematics.</i>	College Station, TX May 2027
<ul style="list-style-type: none">• Taken: Data Structures & Algorithms, Computer Architecture, Linear Algebra.• Taking: Design & Analysis of Algorithms, Real Analysis, Partial Differential Equations.• Awards: National Merit Winner, President's Endowed Scholar, Dean's Honor Roll.	

TECHNICAL SKILLS

Languages: TypeScript, JavaScript, Python, C++, KQL, SQL, Java, HTML, CSS, Clojure, ClojureScript, Lua
Technologies: Linux, Git, ADX, Azure DevOps, Prisma, Redis, NextJS, Grafana, PowerBI, Godot, Vercel, Django
Emphasis: Databases, Backend Web Development, Data Analysis, Game Design/Development

EXPERIENCE

Undergraduate Teaching Assistant, Audit Committee <i>Texas A&M Department of Computer Science</i>	August 2025 – Present College Station, TX
<ul style="list-style-type: none">• Developed critical plagiarism software verifying 600+ student submissions using C++ fingerprinting algorithms and AI detection software.• Mentored fall cohort through "Intro to C++", within weekly lab sessions/office hours, and clarified student misunderstandings between C++98, C++11, C++17 version differences, Makefiles, and stack traces via GDB.	
Database Engineer <i>SISO Engineering</i>	May 2025 – August 2025 Houston, TX
<ul style="list-style-type: none">• Designed real-time aeroderivative turbine analytics across 50+ turbines (LMS100, LM6000, TM2500) through template JSON Grafana schema and KQL CTEs with Azure Data Explorer.• Engineered query optimizations to cut 300m+ row query run times by 73% and improved real-time streaming scalability across 40+ international edge devices.• Caught and prevented a potential loss of 1.7 million records of data across 8 separate LMS100 turbines via preventative data validation measures.• Created infrastructure-as-code using Terraform to allow for rapid deployment of Grafana workspaces and Azure resources for future customers.	

PROJECTS

Fate Sealed <i>Godot, OpenGL, itch.io</i>	August 2025
<ul style="list-style-type: none">• Led the project as Scrum Master, setting sprint goals, adapting deliverables from playtesting feedback, and assigning tasks across 7 multidisciplinary teammates to leverage strengths.• Optimized history functions to record game state at 200 snapshots/second across varying hardware with minimal lag.	
Eulerelo <i>TypeScript, Tailwind CSS, Prisma, PostgreSQL, Railway</i>	March 2025
<ul style="list-style-type: none">• Developing a full-stack web app enabling real-time math duels between users, powered by a custom TypeScript socket server, a Prisma-hosted PostgreSQL database, and a Railway deployment for CI/CD within a mono-repository.• Sole designer of backend infrastructure: utilized singleton patterns, socket connections, and mutex locks to ensure robust matchmaking, instant solution evaluation, and high-concurrency performance.	
Presentation Coach <i>Python, React, Next.JS</i>	September 2024
<ul style="list-style-type: none">• Received one of only two honorable mentions out of 160+ hackers, by building a analytics tool to track and visualize real-time audience retention, empowering presenters with actionable feedback on engagement.• Leveraged machine vision and speech vectorization to analyze the slide deck and speaker delivery, surfacing key insights under time constraints.	