

Isaac Jerish

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Objective

Aspiring Computer Engineer seeking an internship in hardware design or embedded system development, starting May 2025. Strong foundation in Python, Java, and introductory machine learning, with a growing passion for hardware systems, including FPGAs and embedded systems. Eager to apply coding experience and problem-solving skills to gain hands-on experience in digital design and emerging architectures.

Education

Georgia Institute of Technology | Atlanta, GA

Bachelor of Science in Computer Engineering, GPA 4.00

August 2024 – Present

Expected Graduation, May 2027

Skills

Programming: Java, Python, C (novice)

Software: Altera Quartus II (novice), OpenCV, GitHub, IntelliJ, Office Suite

Professional Organizations: Data Science GT, American Assimilation Helpline, HIVE Makerspace

Communication: Collaboration on team projects, explaining technical concepts to peers, creating project documentation and reports

Languages: German (beginner), Malayalam (conversational), English (fluent)

Experience

PlayAGS | Duluth, GA

August 2023– May 2024

Software Engineering Intern

- Created 3 ML models with an average ~91.2% accuracy to predict and analyze game performance based on current game data to find the highest performing combination of game attributes.
- Utilized Python, SQL, Pandas, NumPy, and Matplotlib in 5 projects to categorize, display, and analyze game data to optimize game attribute combinations.

Projects

MedMap AI | AI ATL Hackathon

October 2024

Database Engineer

- Designed a database using MongoDB Atlas for storage and retrieval of user information.
- Engineered an agentic AI medical assistant utilizing CrewAI API, Google Gemini API, and Claude Anthropic API to improve communication between patients with chronic illnesses and their respective doctors.

Relevant Coursework

Digital Design (ECE 2020): Combinational Logic Design; Sequential Logic Design; Boolean Algebra; Finite State Machines; Timing Diagram Analysis.

Object Oriented Programming (CS 1331): Inheritance and Polymorphism; Interfaces and Abstract Classes; Exception Handling; Java Collections Framework; Recursion; File I/O.

Leadership

American Assimilation Helpline | Computer Science Director

May 2020– Present

- Developed 10+ hours of course material for a Python and Java training program, and adapted to diverse learning styles to tutor 20+ students and train 11 tutors.
- Adapted to the preferences of special needs students, creating a comfortable environment and presenting information in a way they can easily retain.

HIVE Makerspace | Peer Instructor

January 2025– Present

- Quickly picked up on the procedures of each core area of the maker space with an emphasis on the Embedded Systems / Benchtop area.
- Aided end-users in the creation of their projects in multiple phases of the engineering design process, especially in the prototyping and testing phase.