

Isaiah J. Earley

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EDUCATION

Wilmington University

Expected December 2025

Bachelor of Science - Computer Science - GPA: 3.80

Awards: Deans List (all semesters)

- Relevant Coursework: Web Design, JavaScript, Fundamentals of Object-Oriented Programming, PHP Databases, Computer Architecture

SKILLS

Languages: HTML, CSS, Markdown, C/C++, Command Prompt, Powershell (Shell Scripting), PHP

Platforms/Tools: Git, VSCode, Linux (Ubuntu, Parrot OS, CentOS), WAMPP, Apache, Windows 10/11

Extras: CompTIA A+, CompTIA Sec+, Government Security Clearance, Raspberry Pi

WORK EXPERIENCE

Information System Solutions

San Diego, California

System Administrator

April 2023 – Present

- Designed, implemented and coded PowerShell scripts to automate repetitive tasks including data collection and organization, patching systems, resolving CVEs, and altering system configuration on a mass scale by reading through CSV files of related affected devices.
- Resolved several T1/T2 tickets created by users by specializing in troubleshooting software applications including Microsoft Office, Adobe, Autodesk, Ivanti VPN, GitHub (and related repositories).

SAIC

Coronado, California

IT Service Desk Analyst

September 2022 – April 2023

- Served as an initial point of contact for **600K+ Navy** users in a fast-paced call center and responded to about **20+ tickets daily** by resolving issues, coordinating tickets with other agents, staying up to date on potential outages and resources.
- Utilized pre-made PowerShell scripts and command prompt in order to resolve a multitude of security, authentication and network related issues.

Micro Center

Tustin, California

Service Technician

April 2022 – September 2022

- Applied **hardware troubleshooting skills**, on a wide variety of Computers by swapping CPU's, GPU's, PSUs, and RAM, to repair and build PCs in a fast-paced commissioned environment.
- Remained well-informed on new PC components staying up to date with the latest release specifications to persuade customers looking to purchase components.

PROJECTS

RNG Hell | C++, Git/Github, Discord

January 2022

- Utilized C++ to create a **turn-based game** on the **CLI** giving users a **variety of options** to select during an ongoing battle with an enemy and multiple endings for each character.
- Debugged a variety of **syntax errors, logical errors**, while taking important feedback and suggestions to improve on the mini game.

Portfolio Websites | HTML, CSS, JavaScript, Git/Github

October 2022

- Applied UX fundamentals by creating multiple wireframes and site maps per project while reiterating designs to fit the needs of acquaintances.