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.