Isaiah Nields

Software Engineer

isaiahnields.com

Experience	**Software Engineer / Competitive Analyst** iMobile3, Point of Sale - Designed, developed, and published software to automate business tasks - Collected and analyzed data about point of sale products, competitors, and market conditions - Researched UI/UX designs for Android point of sale applications and made recommendations to design and development teams	January 2018 - Present
	Computer Engineer University of Florida, Coleman Lab - Designed and developed DIY low-cost operant chamber for behavioral experiments conducted in Coleman Lab - Programmed operant chamber logic and GUI with Python 2.7 - Designed chamber circuitry with Fritzing and built it on an Arduino	May 2016 - May 2017
Education	**University of Florida** Bachelor of Science in Computer Science GPA: 3.96 / 4.00	2017 - 2020
Projects	**CSV to SQLite** GitHub, 514 downloads - Designed and developed Electron app to convert CSV files to SQLite databases - App allows a user to quickly set column type affinities and a primary key for each table - Converts CSV files ~50% faster than a standard command line method	
	Search Queue Chrome Store, 47 users - Spearheaded development of Chrome extension that allows a user to queue up multiple searches and quickly make them - Used at iMobile3 to more efficiently complete mPOS competitive matrix	
	Business Classifier GitHub, iMobile3 - Created python 3.6 app that classifies businesses using data from Facebook, Google, and Yelp - Consolidates business category data from Facebook and Yelp APIs - Scrapes data from Google Maps with Selenium - Used to classify merchants using iMobile3's POS product	
Tools	Languages: Python, Javascript, Java, C++, MATLAB, HTML/CSS, SQL Frameworks / Libraries: Vue.js, Node.js, Electron.js, Selenium	