

# Isaiah Sherfick | Software Engineer

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## Education

### Indiana University Luddy School of Informatics, Computing, and Engineering

Computer Science MS + BS, GPA: Grad 3.940 | Undergrad 3.662

Fall 2017 - Spring 2022

**Undergraduate specialization:** Software Engineering

**Minor:** Music Studies

**Dean's List:** Spring 2020, Fall 2020

**Relevant Coursework:** Software Engineering, Object-Oriented Software Design, Applied Algorithms, Applied Machine Learning, Operating Systems, Distributed Systems, Computer Networks, Computer Structures, Advanced Database Concepts

## Relevant Work Experience

### Epic Systems Corporation

Software Developer

Summer 2022 - Present

- Maintained, enhanced, and designed cardiology charting software within the leading electronic health record system
- Quickly caught up to speed to become a positive contributor to the team within my first post-training quarter
- Effectively utilized modern debugging solutions to fix day zero operation-critical bugs on same-day timelines
- Traveled on-site to customer health systems for end user observation and feedback collection
- Leveraged modern software design patterns like MVVC with C#, TS, JS, React, and legacy MUMPS code
- Developed effective date estimation and project management skills to ensure completion of tasks in a timely manner
- Delivered large presentations to hundreds of people at division meetings
- Managed and organized weekly project status update meetings to discuss progress and keep management in the know
- Explored solutions to long-standing open challenges leveraging bleeding-edge large language model technologies
- Initiated cross-team communication and put the right experts in the same room to develop solutions to large problems
- Formed friendly, professional relationships with my team to encourage an inclusive and enjoyable office culture
- Closely followed current academic AI literature to monitor for relevant developments and continually increase my knowledge

## Projects

### Solution Finder Utility

Source owned by Epic under employment agreement

February 2023

- Windows Forms application to figure out which of >50 .sln files can be used to access a given source file
- Volunteer side project developed in an afternoon to solve an annoying problem
- Multiple team members utilize my tool in daily workflows to this day

### Refactored Game Maker

<https://github.com/isaiahsherfick/RefactoredGameMaker>

Fall 2021

- Refactored another team's broken submission into a working game maker
- Enabled the user to create simple versions of Pac-Man, Space Invaders, Frogger, and Donkey Kong
- Utilized MVC architecture as well as observer, command, strategy, and composite design patterns

### Saveable Undoable Breakout

<https://github.com/isaiahsherfick/P532SaveableUndoableBreakout>

Fall 2021

- Collaborated with a team to add functionality to a previous week's project, an Atari Breakout clone
- Developed save/load functionality using JSON and the composite pattern

## Technical Skills

**Programming Languages:** Java, Python, C, C#, Javascript/Typescript, SQL, ARM Assembly, R, C++, Rust, lua, MUMPS

**Tools:** Node, React, Jira, Git, Windows Subsystem For Linux, Microsoft Powershell, Confluence, bash, ssh, postgres, vim, Eclipse, Visual Studio 2022 Professional, VSCode, IntelliJ, PyCharm, Slack, Zoom, Photoshop, Microsoft Teams, Outlook, AutoHotKey, ChatGPT, OpenLLM, GPT4ALL, Google CoLab, PyTorch, TensorFlow

**Platforms:** Linux, Windows, MacOS, Heroku, Github Pages, Embedded Systems