

# Isley Griffith *Software Engineer*



Los Angeles, CA



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213-590-7939



My Website



LinkedIn

## Education

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2017/08 – 2021/05      **Bachelor's of Arts in Computer Science**  
*Colorado College*  
Minor in Art Studio

## Professional Experience

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2021/09 – 2022/09      **Software Engineer I**  
*Olive AI*   
Built admin facing tool and desktop app using TypeScript, NextJS, and GraphQL used by hospitals and healthcare companies such as Blue Cross/Blue Shield.

2021/06 – 2021/09      **Junior Software Engineer**  
*ByteLion*   
Created mobile app, CareerCircle, in React Native & TypeScript for Android and iOS that helped underprivileged people find jobs.

2020/11 – 2021/05      **Artificial Intelligence Engineer Intern**  
*Bay Engineering Innovations, Inc.*   
Created machine learning model to predict battery voltage levels during lunar events for NASA's Lunar Reconnaissance Orbiter using TensorFlow.

## Projects

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### Portfolio

Portfolio site using JavaScript, HTML, and CSS. Deployed with Vercel.

### Flocking Simulation

A C++ program using OpenMP to simulate 'natural' bird flocking in 2D, made more efficient with distributed systems.

### College Thesis

*mobile app*

Mobile app created with React Native and JavaScript to act as a ridesharing app. Configured with Expo and Google Cloud Firestore.

## Skills

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|---------------------------|----------------------|----------|
| • JavaScript/HTML/CSS     | • TypeScript         | • NextJS |
| • GraphQL                 | • Java               | • SQL    |
| • Scikit-learn/TensorFlow | • React/React Native |          |

## Interests

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|---------------------------------|----------|------------------------|
| • Classical and Flamenco guitar | • Coding | • Drawing and painting |
| • Cooking                       | • Gaming | • Hiking and camping   |