

ISIAH UDOFIA

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EDUCATION

Yale University, New Haven, CT

Expected May 2026

Cognitive Science, B.S. – Neurocognitive Computation

Relevant Coursework: Web Design, Machine Learning, Neuroanatomy, Management of Software Development

GPA: 3.7 — Awards: 3x MRCC Academic Scholarship, 4x All-Ivy Team (Long Jump, 4x100), USTF Academic All-American

WORK EXPERIENCE

UBS, *Summer Investment Banking Analyst*, New York, NY

June 2025 - August 2025

- Trained in Debt Capital Markets team, assisting in origination and syndication of \$20M+ investment grade debt across issuers
- Led an independent research initiative to educate team on structure and dynamics of synthetic risk transfers and credit implications

Bain and Co., *Building Entrepreneurial Leaders Internship*, New York, NY

May 2023 - May 2024

- Staffed on live case team for one week, analyzing real client business challenges through data-driven problem-solving; developed analytical insights, executed Excel-based data analysis, and presented findings to senior leadership
- Selected for Bain's competitive Consulting Kickstart Program, receiving training in consulting toolkits and hypothesis-driven methodologies, mentorship from senior consultants, and hands-on exposure to real client problem-solving frameworks

Blinds To Go Inc., *Supply Chain Intern*, Lakewood, NJ

June 2022 - August 2022

- Collaborated with Plant Controller to audit existing bills of material (BOMs) against real production inputs and workflows, identifying and documenting discrepancies between recorded materials and actual production usage across multiple SKUs
- Improved BOM accuracy from 95% to 99+%, reducing accounting mismatches and operational inefficiencies, with revisions and process improvements adopted as the operational baseline for opening a new manufacturing plant in Saltillo, Mexico

EXTRACURRICULAR ACTIVITIES (LEADERSHIP EXPERIENCE)

Yale Varsity Track and Field Team, *Sprinter/Jumper*, New Haven, CT

2022 - 2025

- 3rd ranked all-time in Yale men's long jump history with personal best of 7.66m, finishing back-to-back seasons ranked top 50 nationally in NCAA Division I; earned 3 Ivy League long jump medals and 1 4x100m relay medal
- Designed and executed customized summer lifting and training program for sprinters and jumpers over two seasons, establishing structured strength development during off-season; during academic year, managed mandatory schedule of six daily practices per week, three lifts weekly, and 10+ multi-day competitions per season in NCAA Division I competitions

Zen Digital Studio, *Founder*, New Haven, CT

February 2025 - Present

- Built and scaled full-stack marketing websites for five retainer clients, integrating custom design, messaging, lead capture funnels, and brand-aligned social presence across YouTube, Instagram, TikTok, and web platforms to drive audience growth and conversions
- Led a full rebrand for a construction company by building a full-stack marketing site with custom admin backend for operations, producing new media assets, and managing social presence to unify aesthetic, tone, and customer acquisition (<https://lamcpainting.com/>)

TECHNICAL PROJECTS

ML Research: Wearable Sleep Optimization, *Research Assistant*, New Haven, CT

August 2025 - April 2026

- Leading development of an end-to-end analytics pipeline using large-scale wearable data to model how nightly recovery signals influence next-day cognitive performance, applying supervised ML to generate usable insights
- Running feature engineering and model evaluation to identify the strongest physiological predictors of alertness and focus, aiming to produce actionable sleep recommendations grounded in wearable data analytics

Academic Index AI, *Co-Founder & Product Lead*, Princeton, NJ

May 2025 - Present

- Co-founded a fully custom-built AI web application addressing the market gap where students lack objective assessment of college application competitiveness; modernized the Ivy League recruitment formula into a comprehensive platform and scaled to 10,000+ users via Instagram organic growth
- Designed and built a custom, gamified UI/UX with reward-driven animations guiding users from acquisition to upload to score reveal and analysis
- Custom architected a context-engineered LLM pipeline (OCR + Gemini) with strict schema-based prompting and guardrails, converting unstructured Common App materials into consistent scores within 0.1%-1.0% error threshold

SKILLS AND INTERESTS

- **Language Skills:** Professional Working Proficiency in Spanish, Intermediate Proficiency in Brazilian Portuguese
- **Interests:** Video Editing (Adobe/DaVinci), Competitive Sim Racing (GT3), European Soccer Tactics, Cooking