

Isaac Urman

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EDUCATION

Wentworth Institute of Technology (Sep 2021 - Aug 2024)
B.S. in Computer Science,
Minor in Data Science

RELATED COURSES: *Software Engineering, Data Structures, Databases, Algorithms, Discrete Math, Probability and Statistics for Engineers, Linear Algebra & Matrix Theory*

SKILLS

Programming

Java, Python, C, C++, Dart

Web Development

HTML, CSS, JavaScript, PHP, React, Vue.js, Node.js

Database

MySQL, PostgreSQL, Firebase, Firestore, Netsuite

Version Control

Git, GitLab

Additional Skills

UI/UX Design, Data Structures, Algorithms, Object-Oriented Programming

LANGUAGES

English	Russian
Native	Proficient
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Spanish

Intermediate

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Software Engineer with 5+ years experience.. Self-motivated, detail-oriented, and team-collaborative. Seeking to contribute expertise to a dynamic company.

WORK EXPERIENCE

SuperLogics Inc. (Jun 2023 - Present)
Back End Developer Intern

As a Back End Developer Intern, led the redesign and multi-phase deployment of internal SharePoint sites, integrating PowerAutomate, Teams, and APIs. Utilized HTML, PHP, Python, and JavaScript to expand site functionality. Facilitated multiple planning sessions and cross-departmental meetings to ensure seamless user experience for production and sales teams. Instrumental in the transition from QuickBooks to NetSuite, optimizing operational efficiency across the organization.

SuperLogics Inc. (Jun 2022 - Present)
Computer Assembly Technician III

As a Computer Assembly Technician, assembled a diverse portfolio of high-performance servers, panel PCs, and desktop computers. Installed various OS versions including Windows Server, IoT, Home, Pro, Ubuntu, and RedHat, along with multiple RAID configurations. Created, tested, and deployed custom customer images, while also authoring assembly documentation for future employees. Solved unique configuration challenges for custom builds and collaborated with production teams across departments to meet tight deadlines.

Dennenos (Jan 2020 - Feb 2021)
Food Preparation and Closer

Balanced a 20 to 40 hour workweek as a Food Preparation and Closer while concurrently attending school. Used strong time-management and multitasking abilities to excel in fast-paced food preparation, inventory management, and facility cleanliness. Utilized effective communication skills for prompt and accurate customer service over the phone. Collaborated with team members to ensure a smooth transition for opening shifts.

PROJECTS

Liar's Dice (Jan 2022 - Apr 2022)
A JavaFX algorithm based game

A JavaFX application based on the the game popularized by the movie Pirate's of the Caribbean. Showcased visual design elements, algorithms to create a CPU player, and game logic.

LAP: Lift and Progress (Jan 2023 - Apr 2023)
A Flutter Application

A Health and Fitness Tracker app using Flutter and Firebase, featuring an intuitive UI/UX design. Enabled user-to-user communication, daily food intake tracking, and lift max logging within an integrated calendar.

Portfolio Website (May 2023 - Present)
A Gatsby.js Personal Website

A static personal portfolio website using Gatsby.js, including a blog section for industry insights, personal projects, and ideas. Deployed the site using GitHub and Netlify. Integrated social media links to LinkedIn and GitHub to facilitate professional networking.

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