

Isaac Urman

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EDUCATION

Wentworth Institute of Technology (September 2021 - August 2024)
B.S. Computer Science,
Minor: 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, Gatsby.js

Database

MySQL, PostgreSQL, Firebase, Firestore, Netsuite, QuickBooks

Version Control

Git, GitLab

Additional Skills

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

LANGUAGES

English

Native
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Russian

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.

(June 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.

(June 2022 - Present)

Computer Assembly Technician I, Computer Assembly Technician II, Computer Assembly Technician III

Progressed through increasing levels of responsibility in computer assembly, starting with basic rackmount systems and advancing to specialized server and industrial assemblies. Gained expertise in installing and configuring operating systems, primarily on Windows but also including Linux platforms. Developed proficiency in RAID system configuration and disk imaging tailored to customer requirements. Maintained stringent quality standards across small to large-scale orders, eventually leading teams of entry-level technicians to meet production deadlines.

Dennenos

(January 2020 - February 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

(January 2022 - April 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

(January 2023 - April 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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