Paris Isley

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Education

Florida Atlantic University **2021 – 2025**
Bachelor of Arts in Computer Science *Boca Raton, Florida*

- Minor in Spanish
- Minor in Cybersecurity
- Certificate in Artificial Intelligence

Florida Atlantic University **2021 – 2024**
Associate of Arts (A.A.) in General Studies *Boca Raton, Florida*

Technical Skills

- Computer-Aided Design (CAD)
- Windows OS / macOS
- React.js + Vite
- C++
- Electronics Soldering
- Arduino, IoT, Raspberry Pi
- HTML/CSS
- SQL
- Python
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Experience

Go Yonder.com / Florida Power and Light **Feb. 2025 – March 2025**
On Site Systems Tester (Contracted) *Fort Lauderdale, Florida*

- Tested network connections and interactive features, including LEDs and touchscreen kiosks, to ensure the overall functionality of an interactive EV charging station powered by FPL in West Palm Beach.

Museum of Discovery and Science **Oct. 2024 – Present**
Facilities Operations Coordinator *Fort Lauderdale, Florida*

- Lead and assist technicians in exhibit related projects.
- Connect with contractors and vendors to assist in repairing exhibits, including working with companies like Boss Display, Roto, and the Traveling Exhibit crew.
- Update and post schedules in the department office and inform the Director when PTO is required.
- Repaired circuits and micro-controllers.
- Reprogrammed exhibit PLCs using Structured Control Language (SCL) to restore full functionality.
- Create and update task lists for all building and exhibit projects under the direction of the facilities operations director. Maintain detailed records of completed and in-progress items.
- Attend daily meetings to represent the department, update stakeholders about exhibit statuses, and advise on repairs for out-of-order exhibits.
- Create and manage purchase orders for all purchases and orders from technicians.
- Monitor and track upcoming events to ensure departmental needs are met.
- Work with fire safety systems by identifying and resolving faulty codes. Familiar with HVAC systems and basic maintenance requirements.

Museum of Discovery and Science **Feb. 2023 – Oct. 2024**
Exhibits Coordinator *Fort Lauderdale, Florida*

- Led team of junior technicians.
- Reprogrammed exhibit PLC using Structured Control Language (SCL) to full functionality.
- Repaired circuits and micro-controllers.
- Developed a comprehensive department inventory, covering all work areas including the wood shop, metal shop, and specialized sections on the museum floor.
- Prepared meeting PowerPoint Slides to update team on purchases, repairs, and roadblocks.
- Collaborated with external exhibit fabricators to repair electronic components.
- Coordinated with multiple departments to execute well-attended events, serving as a main contact for AV and technical issues throughout the planning and implementation process.

NASA L'SPACE NPWEE **September 2024 – December 2024**

Technical Writing Intern *Fort Lauderdale, Florida*

- Contributed Materials, Structures, Mechanical Systems, and Manufacturing (TX12) expertise to team proposal development.
- Developed skills in technical writing, project management, and interdisciplinary collaboration
- Collaborated with team to refine and prepare proposal for potential real-world application.
- Participated in proposal review panels, enhancing critical evaluation skills.

NASA L'SPACE MCA **May 2024 – August 2024**

Lead Systems Engineer Intern *Fort Lauderdale, Florida*

- Assembled Artemis III Lunar Rover Mission Concept.
- Led selection of vehicle hardware and components for each subsystem and integrated these subsystems with the mission payload to ensure the fulfillment of science objectives.
- Collaborated with Chief Scientist to establish Mission Concept of Operations (ConOps).
- Utilized NX Siemens CAD to fabricate and design Lunar Rover Vehicle.
- Led weekly team meetings to review project progress and deadlines.

Code/Art **May 2024 – August 2024**

Python Coding Instructor *Miami, Florida*

- Taught Python to a class of 36 students using the Earsketch platform.
- Led an 8-hour daily structured learning environment, ensuring student engagement and productivity.
- Directed and assigned tasks to 2 teaching assistants, effectively managing their contributions to support classroom activities.
- Prepared daily reports to track student progress and ensure alignment with learning objectives.

Global Tech Experience **May 2022 – August 2022**

Web Developer Intern *Ft. Lauderdale, Florida*

- Teams were given weekly tasks to develop websites with real-world applications allowing students to cultivate in-demand tech skills such as data analysis, digital marketing, and HTML/CSS coding.

B.L.Tees **Oct. 2022 – Feb 2023**

Data Entry Specialist *Deerfield Beach, Florida*

- Accurately entered UPC codes for all products and ensured the company website was updated with the latest product information
- Fronted product images to enhance user interaction and improve customer experience.
- Ensured accurate and complete product data entry into the company database.
- Maintained a high level of attention to detail and accuracy to provide customers with reliable and relevant product information.

Projects

IoT Internet Valentine | *ESP8266, IoT, Adafruit IO, IFTTT, Electronics* **February 2025**

∗ Designed and built a DIY IoT electronics project that allows users to send a virtual valentine through the internet, triggering a physical response on a paired device.
∗ Implemented an ESP8266-based WiFi circuit equipped with a vibrating motor to gently wave a tissue paper heart and flash an LED upon receiving a signal.
∗ Developed two versions of the device, each with buttons for sending commands, enabling seamless communication via the Adafruit IO cloud service.
∗ Integrated IFTTT as an API gateway, allowing single-device setups to trigger responses remotely from anywhere with internet access.

Ball Count Releaser: An Interactive Exhibit | *C++, Arduino, Soldering, ELEGOO* **July 2024**

∗ Programmed and tested Arduino microcontroller systems, incorporating both hardware and software to ensure seamless ball counting and release sequences.
∗ Troubleshot hardware and software issues, performing testing and debugging to ensure high reliability and smooth operation of the exhibit.
∗ Reverse-engineered existing systems to troubleshoot and repair faulty components, identifying design flaws and improving functionality through systematic analysis and creative problem-solving.

Magnetometer Shark: An Interactive Exhibit | *C++, Arduino, Soldering, ELEGOO* **July 2024**

* Developed a magnet detector using C++ and Arduino IDE. Program lit LED's, vibrated motor, and made noise when a magnet is detected nearby.
* Tested electronic components to ensure they met the required capabilities and objectives.

LEGO Inventory and Collection Management System (LICMS): | *UX/UI, HTML, CSS, SQL* **June 2024**

* LICMS is designed to help users keep a detailed and organized record of their LEGO parts.
* Allows users to manage their parts efficiently, ensuring they can easily find and utilize pieces for building sets or custom creations.
* Provides functionalities for tracking quantities and colors, along with alerts for low inventory and missing parts.

Controlled Robotic Arm | *C++, Arduino, ELEGOO* **November 2023**

* Created an Android application using Java and Android Studio to calculate ticket prices for trips to museums in NYC.
* Processed user inputted information in the back-end of the app to return a subtotal price based on the tickets selected.
* Utilized the layout editor to create a UI for the application in order to allow different scenes to interact with each other.

Autonomous Robotic Car | *ELEGOO, C++* **June 2023**

* Fabricated a robotic car from acrylic plates, ELEGOO hardware, and Arduino wiring.
* Developed C++ code to mobilize the robot.
* Created Arduino based autonomous driving feature - car will follow moving object in front of driving camera.