# 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

**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 / JavaScript
- 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.

**B.L.Tees** **May 2021 – Feb 2023**

*Production Manager* *Deerfield Beach, Florida*

- Demonstrated proficiency in operating and maintaining machinery.
- Led production, repairs, fabrication, and builds.
- Supervised the processing and dispatch of hundreds of orders, managing both shipping and packaging operations.
- Utilized Shopify software to manage repairs, orders, schedules, and inventory.

## 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.