

ISAAC SHEPARD

SOFTWARE ENGINEER · MATHEMATICS - COMPUTER SCIENCE MAJOR · UNIVERSITY OF CALIFORNIA, SAN DIEGO

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Summary

- ❖ Software Engineer with experience in web applications using Javascript and Python frameworks.
- ❖ Mobile Developer Experience in building Android/iOS applications using Dart/Flutter.
- ❖ Familiar with using AWS and CI/CD pipelines.

Skills

Programming C/C++ · Python · NodeJS · Dart

Full-Stack HTML5 · CSS3/SASS · Javascript · Express · React · MongoDB · Django · PostgreSQL · Flutter

Dev Tools Jest/Enzyme · Jenkins · Postman · GraphQL · Github · Firebase

Work Experience

Software Engineer (mobile)

November, 2020 - Present

Vitality Health - | Flutter · Dart · Firebase

Develop the company's mobile application (iOS, Android) using Flutter/Dart and Bloc architecture.

- Tested and Debugged the application's database connections to save time for future implementations.
- Refactored companies API to prevent future development errors for newer upcoming versions of our app.
- Lead a development team to finish building out Vitality's Beta application as a Project Manager allowing for more funding.
- Used Jenkins CI/CD pipeline and GitLabs to test out each build.

Full Stack Developer Student

April, 2020 - August, 2020

General Assembly - | MongoDB · ReactJS · NodeJS · Express · Python · Django

Built web applications using Javascript and Python with MVC Frameworks

- Built responsive features allowing better user experience for mobile devices.
- Developed back-end REST APIs to communicate with the frontend UI.
- Refactored web applications into ReactJS allowing for faster rendering and future feature implementations

Unity VR Game Developer

January, 2017 - March, 2018

Triton XR - | C# · Unity3D · GoogleVR

Leveraged the Unity3D system, C# scripting, and GoogleVR to build a mobile virtual reality game Lucid Dreaming.

- Developed game design and levels using the Unity game engine built for the Google DayDream headset and controllers.
- Followed an Agile workflow and GIT version control (Github) for more efficient productivity on individual features.
- Built character and environment animations for better user experience using C# scripting.

Game Project Page: www.phillipaisling.com/blog-post/lucid-dream-training-in-a-virtual-reality-game/

Technical Projects

Albion Online Hub | [github link](#)

July, 2020 - Now

WEB APPLICATION - | MongoDB · ReactJS · NodeJS · Express · D3.js |

[Albion Online Hub is a web application made for the MMORPG game Albion Online. Uses the game's API to get a JSON payload for app features.]

Leveraged MERN web stack and github workflow to build a responsive web application following the MVC design pattern

- Incorporated RESTful routing allowing cleaner data manipulation for the group organize feature.
- Integrated the game's external API in order to synchronize data for the -market and events feature using jQuery and D3.js.
- Handled user authentication authorization using OAuth with MongoDB and Express framework.
- Utilized a CI workflow and unit testing to allow easier integration of a new feature.
- Refactored main project branch into a React application and incorporated TDD with Jest/Enzyme testing.

Education

University of California, San Diego - Mathematics/Computer Science

September, 2015 - March, 2020