ISAAC SHEPARD

SOFTWARE ENGINEER · B.S 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 and libraries.
❖ Web Developer Experience in building React applications scaled for enterprise-level needs.

Skills

Programming C/C++ · Python · NodeJS · Dart
Full-Stack HTML5 · CSS3/SASS · Javascript · Express · React · Redux · MongoDB · PostgreSQL · Flutter
Dev Tools Jest · Jenkins · Postman · GraphQL · Github · Docker · Kubernetes

Work Experience

Frontend Developer
May, 2021 - Present

Qualcomm - | React · Typescript · Redux · Jenkins · Docker · Kubernetes
Develop and Design Web application for Internal Tools
➤ Used Agile development process with a cross-functional team to build an internal tooling software to boost Qualcomm's product quality.
➤ Structured application to scale for enterprise level systems, allowing the application to scale for large volumes of users.

Software Engineer (Mobile)
November, 2020 - April 2021

Vytality Health - | Flutter · Dart · Firebase · GraphQL
Develop the company's application focusing on UI features.
➤ Refactored the company's API to prevent future development errors for newer upcoming versions of our app.
➤ Fixed buggy UI features to complete the company's beta app.

Full Stack Developer Intern
April, 2020 - August, 2020

General Assembly - | MongoDB · ReactJS · NodeJS · Express · Python · Django
Built web applications using Javascript and Python with MVC Frameworks
➤ Developed back-end REST APIs to communicate with the frontend UI.
➤ Refactored web applications into ReactJS allowing for faster rendering and future feature implementation

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.
➤ 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

Technical Projects

Albion Online Hub | github link
July, 2020 - August, 2020

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

➤ Integrated the game's external API in order to synchronize data for market and events features using jQuery and D3.js.
➤ Handled user authentication authorization using OAuth with MongoDB and Express framework.
➤ Refactored main project branch into a React application and incorporated TDD with Jest/Enzyme testing.

Education

University of California, San Diego - Mathematics/Computer Scie
September, 2015 - March, 2020