

Isaiah Gamble

704-804-1261 | itg.2048@gmail.com | linkedin.com/in/igamble | igamble.dev

EDUCATION

Georgia Institute of Technology

Atlanta, GA

Bachelor of Science in Computer Science - GPA 3.81/4.0

Graduating May 2027

- Concentrating in Embedded Devices & Systems and Architecture
- Relevant Courses: Data Structures & Algorithms, Computer Organization, Computer Systems & Networking

EXPERIENCE

Verkada

Jan. 2025 - Apr. 2025

Software Engineer Intern

San Mateo, CA

- Developed features using *TypeScript* and *Go* throughout the entire tech stack, from frontend to firmware
- Used *React* to implement core features on the frontend of an in-development product
- Improved developer experience by implementing caching, improving build and start times by 40%

MongoDB

Jun. 2024 - Aug. 2024

Software Engineer Intern

New York City, NY

- Worked with the Cloud Payments Team to ensure the consistency of payment data by designing and implementing automatic Jira issue creation for job failures using *Java*
- Developed API endpoint to run specific jobs, expediting post-fix testing and automating Jira issue resolution
- Wrote unit tests, integration tests, and third-party tests that interface with Jira using *JUnit*

Hack4Impact GT: Bits Of Good

Aug. 2024 - Present

Developer

Atlanta, GA

- Working on an *Agile* team to create an application for Atlanta 501(c)(3) Motherhood Beyond Bars
- Translating *Figma* designs from an experienced designer into fully functional *React* components
- Creating backend functionality using *Node.js*, and employed Server-Side Rendering for optimal user experience

Secure Process Intelligence

Jun. 2023 - Present

Embedded Software Engineer

Remote

- Created two internal tools with *Rust*, *React.js*, and *TypeScript* which reverse engineered proprietary solutions
- Programmed a microcontroller, using *C* and *Rust*, which uses Modbus to extract data from a monitoring device
- Interfaced with a 4G LTE modem over UART to send collected data to a dashboard for customer viewing

PROJECTS

Motorx | Networking, Rust

- An HTTP reverse-proxy that supports simple JSON configuration, TLS termination, and http/2 and http/3
- Takes advantage of Rust's features for fearless process-level concurrency resulting in minimal CPU usage

ESP Spotify Display | Embedded, Rust

- Created an embedded project that shows what I'm listening to on Spotify through an *AWS Lambda* function
- Uses the SPI peripheral to communicate with and FreeRTOS's tasks for non-blocking updates to the screen

Oxide | Linux, Docker, Rust, Embedded

- Developed a custom frontend for a Nintendo GameBoy emulator
- Interacts with low-level *Linux* APIs such as *ioctl* and */dev*

ADDITIONAL EXPERIENCE AND AWARDS

Provost Scholarship: Prestigious merit scholarship awarded to 60 out-of-state students, from a pool of thousands

VIP Member: Member of the Intelligent Digital Communications VIP on the Systems and Operations subteam

Hacklytics 2024: Placed 2nd in the sports track and 3rd in the healthcare track, against 200 other submissions

TECHNICAL SKILLS

Languages: TypeScript, HTML, CSS, Go, Java, C, Rust, SQL, Python, Bash

Frameworks: React, Node.js, Next.js, Nest.js, PostgreSQL, MongoDB, JUnit, Material-UI, ESP-IDF, FreeRTOS

Developer Tools: Linux, Git, GitHub, Docker, AWS, Google Cloud Platform, VS Code, IntelliJ, Agile, Jira