Isaiah Gamble

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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