Isaiah Gamble

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EDUCATION

Georgia Institute of Technology

Atlanta, GA

Bachelor of Science in Computer Science - GPA 3.6/4.0

Graduating May 2026

• Concentrating in Embedded Devices & Systems and Architecture

EXPERIENCE

MongoDB Jun. 2024 - Aug. 2024

Software Engineer Intern: Product

New York City, NY

- Worked with the Billing and Payments Team under Atlas Core Engineering
- TBD
- TBD

Secure Process Intelligence

Jun. 2023 - Present

Fort Mill, SC / Remote

Software Engineer Intern

- \bullet Created two internal tools with Rust, React.js, and TypeScript which increased productivity by reverse engineering proprietary solutions for our workflow
- \bullet Programmed a microcontroller, using C and Rust, which uses Modbus to extract data from a monitoring device
- Interfaced with a 4G LTE modem to send collected data to a dashbaord for customer viewing

Self-Employed Dec. 2021 - Jul. 2022

Freelance Software Developer

Remote

- Architected and implemented full-stack web applications using Node.js, React.js, Docker, and AWS
- Created a web application for a trucking company using *React.js*, *Next.js*, *Nest.js*, *Nginx*, and *PostgreSQL*. Stored information for thousands of complex loads and is critical to their operations

Projects

Genius Dashboard | React, TypeScript, Rust, Pub/Sub

- Solved flaws in an existing robot dashboard application while improving user experience and performance
- Improved memory usage by 50% and CPU usage by 70% over the old dashboard
- Designed a free-form drag-and-drop interface for creating custom user dashboards

Robotics Scouting | React, TypeScript, Next.js, MongoDB

- Used to collect data from matches at robotics competitions. Implements authentication and data analysis tools
- Enabled our team to make informed, data-driven decisions during competitions

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 the screen
- Uses FreeRTOS's tasks/threads to achieve non-blocking updates to UI

Oxide | Linux, Docker, Rust, Embedded

- Developed a custom frontend for a Nintendo GameBoy emulator
- Streamlined UX for ease of use with optimized sleep mode & fast start-up
- Interacts with low-level Linux APIs such as ioctl and /dev

Additional Experience and Awards

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

Club Founder: Founded Students Organizing for the Adoption of Rust at Georgia Tech

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

TECHNICAL SKILLS

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

Frameworks: React, Node.js, Next.js, Nest.js, PostgreSQL, MongoDB, JUnit, Material-UI, ESP-IDF Developer Tools: Linux, Git, GitHub (Actions), Docker, AWS, Google Cloud Platform, VS Code, IntelliJ