

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

San Mateo, CA

Software Engineer Intern

Jun. 2025 - Aug. 2025

- Worked on preparing the Operator View feature for release using *TypeScript*, *React*, and *Go*
- Added rich text support through markdown for ticket comments, and Standard Operating Procedures
- Implemented tag creation, searching, and attachment to tickets on the frontend
- Designed and implemented asynchronous CSV export of ticket and their statuses

Software Engineer Intern

Jan. 2025 - Apr. 2025

- 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%

NVIDIA

Santa Clara, CA

Embedded Software Engineer Intern

May 2025

- Worked on the JetPack SDK team responsible for maintaining NVIDIA's Ubuntu-based Linux distribution
- Improved the Jetson GPIO library to ensure the correct configuration of pin mux registers through `/dev/mem`

MongoDB

New York City, NY

Software Engineer Intern

Jun. 2024 - Aug. 2024

- 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

Atlanta, GA

Developer

Aug. 2024 - Present

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

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
- Deployed in a production environment to host multiple sites on a single IP address using TLS SNI

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`

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