

Isaiah Martinez

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Experience

Undergraduate Research Assistant

East Carolina University

Greenville, NC

May 2022 – Aug. 2022

- In MATLAB wrote several scripts that automated EEG preprocessing
- In R wrote a script performing Statistical Analysis from the preprocessed data
- Poster Presentation on the project at the BMES National Meeting 2022
- Provided coding assistance to other members of the REU

Plasterer

Pyramid Plastering

Sun Valley, CA

Jan. 2019 – Aug. 2020

- Helped with the transportation of materials to job sites
- Cleaned vehicles and maintained tidy workspaces
- Manual Labor including carrying objects over 50 lbs.

Martial Arts Instructor

Koryo Martial Arts

Porter Ranch, CA

Jan. 2016 – Dec. 2018

- Taught Self-Defense techniques to people ranging from ages 4-60+
- Responded to inquiries and addressed concerns of parents
- Tested students' knowledge and understanding
- Awarded belts to students demonstrating proficiency of the material

Education

California State University - Northridge

Master of Science in Computer Science

Northridge, CA

Expected Dec 2024

California State University - Northridge

Bachelor of Science in Computer Science and Mathematics

Northridge, CA

Aug. 2018 – May 2023

Technical Skills

Languages: Python, R, Java, C/C++/C#, JavaScript, HTML, MATLAB, TypeScript, LaTeX, CSS, SQL, PHP

Frameworks: MongoDB, Express, React, Node.js, TailwindCSS, Next.js

Developer Tools: Git, ChatGPT, VS Code, Visual Studio, ffmpeg, Unity, Unreal Engine, Jira, Jupyter Notebook, Microsoft Office Suite (Excel, Powerpoint, Word), DaVinci Resolve, LibreOffice Suite

Libraries: OpenPyxl, Requests, ArgParse, BeautifulSoup, Pandas, NumPy, Matplotlib, Scikit-learn, Pillow

Projects

- Real Time Traffic Modeling** | *Python, Unity, TomTom API* Jan. 2024 – May 2024
- Script that connects to TomTom API
 - Obtains Real Time Traffic data
 - Utilizes CMD line to run
- File Sharing Website** | *React, MongoDB, Express, Node.js* Jan. 2024 – May 2024
- Frontend and Backend for website
 - MongoDB connectivity
 - User-focused design for enhanced UX
- Music Recommendation Service** | *Python, DL, ML* Feb. 2024 – May 2024
- ML and DL used for Model Creation
 - Uses User Music Interaction data to predict user interest
- Minesweeper 3D** | *Unity, Unity Free Assets* Feb. 2024 – Mar 2024
- Music, Sound FX, Menus
 - Object Assets created by Hand
- Animal Image Classification** | *Python, ML, DL* Oct. 2023 – Dec. 2024
- ML and DL used for Model Creation
 - Scikit-learn for Model Evaluation and analysis
 - Pillow used for Image processing
- Personal Website** | *TS, JS, HTML, CSS, Next, TailwindCSS* Jan. 2023 – May 2024
- Hosted with Vercel
- GameList** | *Python, Excel* Feb. 2023 – Present
- Web Scrape Google Search from txt file
 - Connection to howlongtobeat.com for data scraping
 - Inserts data into XLS
 - Modifies XLS based on user input – sorting, coloring
- 2D Game** | *Unreal Engine, Blueprints, GarageBand, JavaScript* Aug. 2022 – May 2023
- Design and Created enemies and a level
 - AI created for enemies
 - Created and mixed all sound effects and music
 - Created website for the project
- The Crucible** | *Python, Frame.io API, ffmpeg, MongoDB, Excel* Feb. 2023 – May 2023
- Built in automation script using Python that automates 4 manual positions in seconds
 - Reads proprietary data from Baselight and Flame machines to calculate filesystem locations of frames
 - All requests saved to database and can be used for data analysis and work efficiency
 - Exports are basic CSV files to XLS files with timecode and thumbnail preview that can be uploaded to Frame.io
- PuzzledUp** | *JavaScript, MongoDB, Express* Oct. 2022 – Dec 2022
- Handled API connectivity between server and database
 - Set up Database and Models that would be used
 - Designed connectivity between frontend and backend servers