

# Isaiah Martinez

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## Experience

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### Benny The Jet Urquidez – Full Stack Developer

Remote

- Frontend designed with TailwindCSS and NextJS
- Backend designed with NestJS
- Database designed with PostgreSQL

*April 2025 – Current*

### Calm Bebe – Full Stack Developer

Remote

- Frontend designed with TailwindCSS and NextJS
- Integration with Google services
- No backend/database required

*October 2025 – Current*

### Frost Equity Initiative – Student Instructor

San Fernando Valley, CA

- Taught robotics, web design, and game design to students aged 4-16

*March 2025 – Current*

### East Carolina University – Undergraduate Research Assistant

Greenville, NC

- 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

*May 2022 – Aug. 2022*

### Pyramid Plastering – Plasterer

Sun Valley, CA

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

*Jan. 2019 – Aug. 2020*

### Koryo Martial Arts – Martial Arts Instructor

Porter Ranch, CA

- 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

*Jan. 2016 – Dec. 2018*

## Education

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### California State University - Northridge

Northridge, CA

*Master of Science in Computer Science, GPA: 4.0*

*Aug. 2023 – Dec 2024*

### California State University - Northridge

Northridge, CA

*Bachelor of Science in Computer Science and Mathematics. GPA: 3.8*

*Aug. 2018 – May 2023*

## Technical Skills

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

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

**Developer Tools:** Git, Visual Studio, FFmpeg, Unity, Unreal Engine, Jira, Jupyter Notebook, Microsoft Office Suite, PostgreSQL, SQLite, DaVinci Resolve, Linux, MacOS, Windows 10/11

**Libraries:** OpenPyxl, Requests, ArgParse, BeautifulSoup, Pandas, NumPy, Matplotlib, Scikit-learn, Pillow, Tensorflow, Keras, Tidyverse:

# Projects

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|--|-----------------------|
| <b>Thesis Project</b>   Turing Completeness <ul style="list-style-type: none"><li>• Several Proofs demonstrating TC</li><li>• Novel programming language (Proteus) studied</li><li>• Utilizes approaches from EE, Mathematics, SE, and CS</li></ul>  | Feb. 2024 – Dec. 2024 |
| <b>Real Time Traffic Modeling</b>   <i>Python, Unity, TomTom API</i> <ul style="list-style-type: none"><li>• Script that connects to TomTom API</li><li>• Obtains Real Time Traffic data</li><li>• Utilizes CMD line to run</li></ul>  | Jan. 2024 – May 2024  |
| <b>File Sharing Website</b>   <i>React, MongoDB, Express, Node.js</i> <ul style="list-style-type: none"><li>• Frontend and Backend for website</li><li>• MongoDB connectivity</li><li>• User-focused design for enhanced UX</li></ul>  | Jan. 2024 – May 2024  |
| <b>Music Recommendation Service</b>   <i>Python, DL, ML</i> <ul style="list-style-type: none"><li>• ML and DL used for Model Creation</li><li>• Uses User Music Interaction data to predict user interest</li></ul>  | Feb. 2024 – May 2024  |
| <b>Animal Image Classification</b>   <i>Python, ML, DL</i> <ul style="list-style-type: none"><li>• ML and DL used for Model Creation</li><li>• Scikit-learn for Model Evaluation and analysis</li><li>• Pillow used for Image processing</li></ul>   | Oct. 2023 – Dec. 2024 |
| <b>Personal Website</b>   <i>TS, JS, HTML, CSS, Next, TailwindCSS</i> <ul style="list-style-type: none"><li>• Hosted with Vercel</li></ul>   | Jan. 2023 – May 2024  |
| <b>LOGL</b>   <i>Go, SQLite</i> <ul style="list-style-type: none"><li>• Web Scrape data from web pages to input into local database</li><li>• SQL database operations</li><li>• GUI</li></ul>  | Feb. 2023 – Present   |
| <b>2D Game</b>   <i>Unreal Engine, Blueprints, GarageBand, JavaScript</i> <ul style="list-style-type: none"><li>• Design and Created enemies and a level</li><li>• AI created for enemies</li><li>• Created and mixed all sound effects and music</li><li>• Created website for the project</li></ul>  | Aug. 2022 – May 2023  |
| <b>The Crucible</b>   <i>Python, Frame.io API, ffmpeg, MongoDB, Excel</i> <ul style="list-style-type: none"><li>• Built in automation script using Python that automates 4 manual positions in seconds</li><li>• Reads proprietary data from Baselight and Flame machines to calculate filesystem locations of frames</li><li>• All requests saved to database and can be used for data analysis and work efficiency</li><li>• Exports are basic CSV files to XLS files with timecode and thumbnail preview that can be uploaded to Frame.io</li></ul> | Feb. 2023 – May 2023  |
| <b>PuzzledUp</b>   <i>JavaScript, MongoDB, Express</i> <ul style="list-style-type: none"><li>• Handled API connectivity between server and database</li><li>• Set up Database and Models that would be used</li><li>• Designed connectivity between frontend and backend servers</li></ul>   | Oct. 2022 – Dec 2022  |