Isaac Thoman

Contact

github/isaacthoman
linkedin/isaac-thoman

Education

Kennesaw State
University
Computer Science
4.0 GPA
Graduating 2028

Languages

JavaScript/TypeScript
Python
Java
Go
C#

Technical Skills

Node.js
Angular
Socket.io
AWS Lambda
Docker
CI/CD Pipelines
Figma
Adobe CC Suite

Soft Skills

Problem Solving
Adaptability
Collaboration
Communication

About Me

Creative CS student with production experience at State Farm (Angular, TypeScript, AWS Lambda) and leadership in robotics, collaborative web projects

Work Experience

May 2024 – Present
Software Intern • State Farm

- Extended an AWS Lambda-backed claims API by adding computed fields and updated the Angular client to consume them for analytics
- Built 10+ reusable Angular skeleton loader components to improve perceived load times across customer-facing claims interfaces
- Investigated and fixed analytics data routing discrepancies across client and server, restoring accurate customer behavior tracking
- Contributed to Agile workflows (daily standups, sprint planning, backlog grooming) to deliver features with product roadmaps
- Deployed features and fixes through GitLab CI/CD into Docker-based OpenShift environments and AWS Lambda, ensuring consistent, repeatable releases

May 2023 – November 2023
Server • Reveille Café

- Prepare meals, take orders, make custom drinks, maintain friendly customer relations and accuracy
- Gained experience working with customers in a high-speed setting

Robotics

September 2024 – Present
GNC Team Member • KSU Aerial SAE Team

- Create datasets for and train a machine learning segmentation model for a landing task
- Collaborated on hardware evaluation and implemented AprilTag detection scripts enabling precise autonomous landing capabilities

October 2022 – April 2023
Software/Training Lead • Mechanical Bulls FRC

- Led 3 programmers and collaborated with other sub-teams
- Wrote one of the most effective and consistent autonomous sequences in the state – 5th highest OPR in our district
- Built the autonomous navigation, vision, and state control systems
- Taught new and returning members of varying skill levels
- Implemented hands-on exercises with robot hardware

Personal Projects

September 2024 – Present
Candiru (GitHub) • Angular, Three.js, Socket.io, Deno, Docker

- Led 4-person team to develop a 3D opossum-themed web game,
- Established CI/CD pipeline with GitHub Actions, Semantic Release, and Docker for automated deployment
- Optimized for legacy hardware through responsive design, careful optimization of game rendering and networking, and use of service workers for caching