

Isaac Hisey

Software Developer

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Software developer with C#, WPF, Node.js, React, and automation expertise. Enthusiastic about process optimization, full-stack development, and data-driven solutions, with a strong background in real-time applications, AI integration, and system automation. Adept at collaborating with cross-functional teams, improving workflows, and developing scalable, maintainable software solutions.

Work Experience

Lead Software Developer

Displacement | *Remote* | 2023 - 2024

- Developed an interactive mixed-reality installation combining architecture and real-time digital interaction.
- Engineered real-time WebSocket communication using C#, JavaScript, and Node.js.
- Created an immersive experience leveraging Unity3D for adaptive spatial environments.

Network Operations – Payroll & Data Analytics

Marker Learning | *Remote* | 2024

- Automated payroll processing with Google AppScripts, SQL, and BigQuery, reducing processing time by 50%.
- Built data extraction pipelines for invoicing, automating financial reporting for contracted psychologists.
- Designed interactive performance dashboards and analytics reports for company-wide use.

Data Analytics Engineer

Babylon Health | *Remote* | 2023

- Automated business intelligence reporting using Python and JavaScript, optimizing performance tracking.
- Developed insights dashboards with Tableau and AWS Athena, improving decision-making efficiency.
- Trained teams on data privacy regulations and AI-enhanced analytics workflows.

Projects

Interactive MIDI-Controlled Lighting System

- Stack: Node.js, Electron, WebSockets, Arduino, MIDI Protocol
- Designed and developed a real-time RGB lighting system, translating MIDI signals to Arduino-controlled LED strips.
- Implemented Socket.IO for WebSocket communication, optimizing latency for seamless light synchronization.

Real-Time Kinect-Based Point Cloud Streaming

- Stack: C#, Unity3D, WebSockets, JSON, Compression Algorithms
- Engineered a WebGL-compatible real-time point cloud system for Kinect-based depth data transmission.

Technical Skills

- Programming & Development
- Languages: C#, JavaScript, Python, SQL
- Frameworks & Libraries: Node.js, React.js, .NET, Unity3D, Godot
- Databases: MySQL, PostgreSQL, MongoDB, Firebase, NoSQL
- Tools & Platforms: Google Suite, BigQuery, Tableau, Salesforce, Zendesk

Specialties

- Full-Stack Development: Frontend & backend solutions, web architecture
- Automation & AI Integration: Process optimization, AI-driven solutions
- Real-Time Systems: WebSockets, Socket.IO, game engine development
- Data Engineering: ETL pipelines, dashboard creation, business intelligence

Education

🎓 Western Governors University – BSc in Computer Science (Expected Dec 2026)

🎓 ITT Technical Institute – Associates in Computer Science (GPA: 3.62)