Isaac Yauk

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EDUCATION

- **Montana State University**   **Est. Graduation: Fall 2026**
- Major: **B.S. Computer Science, Professional**
- Minor: **China Studies**
- GPA: **3.44**

SKILLS/HOBBIES

- Familiar CS Languages/tools: **Python, C#**, **Java**, **Git**, **Selenium**, **Playwright, GraphQL**
- **Adaptable Learner, Open Communicator,**
- Hobbies: Writing, Hiking, Reading, Drawing, Violin, Video Gaming, Costume Design

WORK/EXPERIENCE

- *TechLink Center at MSU – Software Engineering Intern*   *September 2022 – Present*

  ▪ Currently working at the TechLink Center as a Software Engineer intern on a team which creates and maintains software applications supporting federal intellectual property transfer for the Department of Defense and Department of Veteran Affairs. *Skills Developed*: various **software engineering skills** learned through **working in the lifecycle of real-world software projects**, including **design**, **development**, **testing**, and **maintenance**.

- *Grace Bible Church – Part-Time Custodian*   *May 2021 – September 2022*

  ▪ Worked as a part-time custodial staff member for Grace Bible Church, duties mostly entail with typical custodial duties such as cleaning rooms, setting up for events. *Skills Developed:* **working alone yet efficiently and with integrity**, **team planning**, occasional **electrical work** along with general building care and maintenance.

- *Target and Costco – Front-End Team Member*   *June 2017 – Dec 2021*

  ▪ Served as a Front-End Team Member/Assistant at Target, handling cashier duties and occasionally stepping in as front-end manager. Coordinated with teammates at Costco to ensure efficient customer service while meeting time constraints. *Skills Developed:* **customer communication**, **leadership**, **team coordination**, and **sales pitching for membership programs and credit cards**.

PROJECTS

Patent Ownership Analysis Tool   *2025*

▪ Co-developed a Python-based application that **tracks patent ownership** chains by constructing **directed graphs** from reassignment data and using **depth-first traversal** to identify current holders. **Implemented text processing utilities** including Levenstein distance for entity matching, **developed unit tests** for algorithmic correctness, and **managed development through GitLab issue** tracking.

Back-End Unit Testing *2025*

- **Built and maintained** a unit testing framework that leverages **Python** and **GraphQL** queries to validate **back-end functionality** of a production tool used in TechLink Center operations.

GraphQL Query Builder *2025*

- Collaborated with another intern to build a custom Query Builder for a **Django** project that parses class attributes and methods to **auto-generate GraphQL queries** from inline user input, **streamlining development for TechLink Center** interns.

Front-End Unit Testing *September 2022 – February 2025*

- **Built and maintained multiple** unit testing frameworks leveraging **Selenium** and **Playwright** for frontend validation across a handful of TechLink Center projects at MSU, one of which included a **DODconnected lab**.

Recreational Game Development *2019*

- Spent (collectively) a year **self-teaching the basics** of the C# programing language for the purpose of video game development in the **Unity game engine**; a very basic understanding of C# was developed during this process, along with some 3D modeling digital art skills. Also spent some time learning the Godot game engine, cultivating many of the same skills as the Unity engine.

International Studies *2018*

- Traveled abroad in **Shanghai, China** for a month to study in an entry-level course in **Chinese language** and to visit a new culture. I passed this course with a basic understanding of Chinese, and left with the desire to pursue a minor in Chinese language studies.