

ISAAC NUÑEZ

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EDUCATION

Moravian University

Bachelor of Science in Computer Science

GPA: 3.92 — Dean's List (Fall 2025, Spring 2026)

Relevant Coursework: Advanced Software Development, DevOps, Data Wrangling, Mobile App Development, Software Engineering

Bethlehem, PA

Expected May 2027

EXPERIENCE

PNY Technologies, Inc. - Associate Developer

August 2026 – Present

- Promoted to full-time Associate Developer after 2 years as an IT Intern, extending internal Next.js application development to additional departments
- Deliver feature and maintenance tickets across the company's Epicor ERP system
- Scale Azure DevOps CI/CD practices as pipeline adoption expands across internal applications
- Contribute to early planning for the company's move toward custom in-house AI models

PNY Technologies, Inc. - IT Intern

June 2024 – August 2026

- Designed and shipped 4 internal Next.js applications, from expense reimbursement to multi-stage memo approvals, replacing manual, paper-based finance workflows
- Authored a custom MSAL authentication package adopted as the shared auth layer across all internal Next.js applications
- Engineered a Copilot Studio OCR agent achieving 99% receipt-read accuracy for automated data extraction and form population
- Set up Azure DevOps CI/CD pipelines, automating Docker builds and image promotion from Dev through Test and Production via Azure Container Apps and ACR

PROJECTS

GameCache — *React Native, TypeScript, Express.js, Firebase, MongoDB*

(Launching September 2026)

- Co-founded **GameCache LLC**, a cross-platform mobile app for tracking, reviewing, and organizing personal video game libraries, launching on the App Store and Google Play in May 2026
- Secured an **official IGDB API partnership**, powering a live database of 300,000+ game titles updated automatically via custom enrichment scripts
- Implemented Firebase Auth and Firestore for secure session management, user reviews, and real-time play status tracking

ComicShelf — *Kotlin Multiplatform, Jetpack Compose, Ktor, ZXing*

2025

- Built a cross-platform comic library app for iOS and Android as a Mobile App Development course project, integrating the ComicVine API to surface a live home feed of latest releases, full-text search, and per-comic detail pages
- Implemented a barcode scanner using the device camera and ZXing library to read physical comic UPC codes, querying the Metron API to instantly pull up and add scanned issues to a user's collection
- Designed a personal collection system with read-status tracking (Read / Reading / To Read) and a dedicated collection view for managing owned issues

TECHNICAL SKILLS

Languages: JavaScript, TypeScript, C#, C++, Java, Python, Kotlin, PowerShell

Frameworks & Libraries: React, React Native, Next.js, Node.js, Express.js, Flask

Cloud & DevOps: Amazon EC2, Firebase (Auth, Firestore), GitHub Actions, CI/CD

Databases: MongoDB, PostgreSQL, SQL, SQLite, Room, Redis

Tools: Git, GitHub, Microsoft Graph API, Logic Apps, Power Apps, Power Platform, Copilot Studio