

Isaiah Sepulveda

Dynamic and results-driven software developer with a passion for crafting efficient, scalable solutions and a proven track record of leveraging technologies like Python, AI/LLM data pipelines, and AWS for automation and full-stack solutions. Highly motivated self starter who takes complete ownership of the development lifecycle, from architectural design to fine tuned perfection, consistently delivering products that exceed expectations.

<https://www.isleysep.dev> | <https://www.linkedin.com/in/isleysep/> | <https://github.com/isleysep>

Novi, MI 48377

isleysep@umich.edu

Education:

Bachelor of Science in Computer Science | University of Michigan, Ann Arbor

Graduated: Dec 2024

Skills:

Languages: Python, C, C++, GDScript, PHP, JavaScript, SQL, HTML/CSS

Frameworks & Libraries: React, Node.js, Pandas, NumPy

Cloud & Devops: AWS (S3, EC2), Git, GitHub, RESTful APIs

Developer Tools: Godot, Tableau, Adobe Creative Suite, Figma

Core Competencies: Data Parsing, Automation Scripting, Full Stack Web Development, AI/NLP Data Preparation

Professional Experience:

Software Development Contractor

BackBeat Technologies LLC., Novi, MI

Aug 2023 - Present

- Developed a Python automation script, leveraging data analysis libraries like Pandas, NumPy, and Plotly, to parse and decode raw oscilloscope signal data for a reverse engineering project, utilizing a state-based engine to handle variable length data packets and complex command structures.
- Optimized data processing workflow, reducing analysis time from several hours to under 30 seconds (a >99% improvement) and enabling a significant acceleration in the R&D cycle.
- Served as a technical liaison, translating complex data protocols into accessible reports and dashboards to align technical and non technical stakeholders and support project goals.

Python Developer - AI/LLM Data Pipelines

University of Michigan, Ann Arbor, MI

Jun 2025 - Present

- Automated the transformation of unstructured data (1,200-page textbook, 33 hours of lectures) into a structured knowledge base for an LLM-powered AI tutor using Python, computer vision (SIFT), and OCR.
- Engineered a data enrichment pipeline leveraging the Gemini REST API to integrate lecture transcripts with visual slide content, dramatically improving training data quality for a tool serving over 250 students.
- Reduced data processing time from months of manual labor to hours (a 95% improvement in efficiency).

Computer Consultant

UMich Student Life Technology Solutions, Ann Arbor, MI

May 2022 - Jul 2024

- Engineered and deployed a comprehensive knowledge base with written and video tutorials to resolve user issues, effectively scaling support capabilities and improving system adoption for key software.
- Spearheaded a peer-led team to optimize workflow and delegate technical projects, enhancing cross-functional communication and improving task resolution efficiency between student and full-time staff.

Projects:

Re-Blade

Game Maker's Toolkit Game Jam

Jul 2025 - Aug 2025

- Achieved ranking of #134 out of 9,649 entrants in the Enjoyment category in a 4 day international game jam.
- Managed the full project lifecycle, including rapid prototyping, iteration, and scope management, to successfully ship a polished product under an aggressive deadline.

Head of Production

Team1MoreStock LLC.

Apr 2022 - Present

- Architected Michigan's first quad stream production system, engineering an A/V pipeline that integrated 4 concurrent game setups and dual HD camera feeds, supporting 200%+ growth in event participation.
- Directed and scaled a cross-functional team of 20+ technical staff and commentators in a high-availability, live environment; mentored volunteers on system operations and troubleshooting, enabling broadcasts to 10,000+ peak viewers on major platforms using OBS.