

Isaiah Nields

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Experience

Software Engineer at [Anduril](#), *Jul 2024 – Oct 2024*, Seattle, WA

Software Engineer on the C2 Systems team. Improved the data model and access patterns for the KillChain board product that syncs C2 operators' views of the battlefield. Added auto-populating creation and update timestamps, bulk deletion functionality, and cleanup techniques to KillChain board entities.

Software Engineer at [Meta](#), *Feb 2020 – Mar 2024*, San Francisco, CA

Software Engineer working on the Recruiting Data and ML team. Led initiatives to build knowledge graphs for companies, skills, and other entities, which are now used across 15+ internal tools at Meta. Sped up the resume data melding pipeline by over 6x to enable new melding techniques to be pushed to production in only 4 days. Drove product improvements on surfaces like referrals tooling, the career site, candidate search, and candidate onboarding through ML model deployment, knowledge graph integration, and workflow automation.

Machine Learning Engineer at [Admiral](#), *Nov 2019 – Feb 2020*, Gainesville, FL

Worked at Admiral, an AdBlock recovery service. Developed internal tooling and analyzed AdBlock recovery data to maximize product effectiveness.

Software Engineer Intern at [Facebook](#), *May 2019 – Aug 2019*, Menlo Park, CA

Worked as an intern on the Graph Embeddings team. Helped build out an ML graph embedding platform for internal use at Facebook. Trained and benchmarked models on various graph-related tasks including link prediction and entity resolution.

Education

BS, Computer Science at [University of Florida](#), *Aug 2017 – May 2020*, Gainesville, FL

Deep Learning Degree at [DeepLearning.AI](#), *Jan 2019 – Feb 2019*

Skills

Go, Python, Hack, JavaScript, React, PyTorch, MySQL, C++, Hive, Java, MATLAB

Honors & Awards

1st Place Award at [MakeHarvard](#), *Feb 2019*, Boston, MA

Won 1st place award for DeepTrash, a trashcan that automatically sorts your trash for you.

3rd Place Award at [State Science & Engineering Fair of Florida](#), *Mar 2016*, Orlando, FL

Awarded third place at the State Science & Engineering Fair of Florida for creating an algorithm to quantify motion based on video.