

Isaiah Boyd

Front End Software Engineer

[Portfolio Webpage](#) - [LinkedIn](#) - [Github](#) - [itch.io](#) Norfolk, VA - Personal Email siah22209@gmail.com

Skills

Languages: JavaScript (ES6+), TypeScript, HTML5, CSS3, Python, C++, Java
Frameworks & Libraries: Vue 3, Nuxt 3, React, React Native, Tailwind CSS, Expo
Tools & Platforms: Git, Bitbucket, Docker, Node.js, pnpm, ESLint, VS Code, MySQL
Concepts: MCP (Model Context Protocol), REST APIs, component-driven architecture

Experience

McClatchy Media Company - Junior Web Developer (Full Time - Remote)

Sacramento, CA
May 2025 - Present

- Build and iterate on reusable Vue 3 / Nuxt 3 components for high-traffic regional news publications reaching hundreds of thousands of monthly readers across multiple McClatchy markets
- Architect component systems from scratch following Tailwind CSS design conventions, including a full site footer with computed data loops, responsive layouts, and zero hardcoded values
- Develop and deploy MCP servers to integrate external APIs and data sources, enabling feature expansion and automation
- Diagnose and resolve complex rendering and functionality issues affecting news stories and interactive components
- Conduct code reviews to enforce style and functional consistency across multiple production codebases
- Authored `sort_tailwind.py`, a custom Python tooling script that automates Tailwind class ordering across `.vue` files per team conventions
- Collaborate cross-functionally using Bitbucket and multiple repositories to manage version control and streamline deployment workflows

Unreal Engine Extern (Remote)

Extern | Remote
March 2026 – April 2026

- Completed a competitive Unreal Engine externship program in partnership with **Epic Games'** education team
- Designed and built a fully functional 3D Rube Goldberg machine featuring 12+ interactive parts using physics-based tools and imported assets in Unreal Engine

McClatchy Publishing - Website and App Development Intern/Part Time Employee

Sacramento, CA
March 2023 - 2025

- Co-led intern team project to rebrand Detour, a McClatchy-partnered Black travel platform — proposed full site redesign, interactive travel map, and merchandise marketing strategy; presented to executives and won Best Idea (1st term)
- Developed a subscriber retention strategy featuring exclusive content tiers, a youth advisory board concept, and a gamification system with reader leaderboards, achievement emblems, and a merchandise rewards program; presented to leadership and won Best Idea & Implementation (2nd term)
- Only intern recognized for Best Idea & Implementation in back-to-back cohorts across two separate terms
- Built a live sports widget displaying real-time data at the top of a state news page
- Added features to production apps including filter buttons, navigation bars, and style enhancements
- Tested implementations via GitHub and Node.js across multiple projects

Projects

Bracket App - React, Tailwind CSS, Base44 BaaS · Base44

- Developed a real-time tournament bracket platform using React, Tailwind CSS, and Base44's BaaS. Implemented dynamic bracket generation (4–32 contenders), a custom file upload system for media, and real-time voting synchronization.

Unity 2D Games -

- I designed and developed a 2D game in Unity, which was inspired by the popular game Galaga which allows you to dodge meteors and escape the ship chasing you deployed online with 100+ plays
- Designed a small 2D maze game which allows the player to collect and complete the maze

Rube Goldberg Machine - Unreal Engine (Epic Games Extern) · Google Drive

- Created a 3D functioning Rube Goldberg machine in the Unreal Engine. Included importing assets and manipulating multiple scenes with 12+ interactive parts and physics based tools

Mobile App - React Native, Expo, TypeScript, AsyncStorage, EAS Build

- Developed a cross-platform mobile productivity application focused on single-task management to reduce cognitive load.
- Built a history tracking feature ("Past Victories") using complex state management to serialize and store task arrays.

File Parser / Security Analyzer · Python

- Scans files for malicious words, phrases, and steganographic content in images; outputs a structured PDF analysis report

Dodger Game App - React Native, Expo, TypeScript

- Developed a cross-platform mobile productivity application focused on single-task management to reduce cognitive load.
- Fun and addictive making the user want to play more

Certifications

Certified HTML - [Certificate](#)

- Practiced and worked on multiple html projects

Certified Python -

- Practiced and worked on multiple I projects involving python code

Certified C++ -

Practiced and worked on multiple I projects using C++ and took various classes

Education

B.S. Computer Science — Norfolk State University | Norfolk, VA | Graduated May 2025