# Isidoro Flores Jr.

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## EDUCATION

**California State University, Los Angeles** **Expected May 2026**
Bachelors of Science: Computer Science

## SKILLS

**Languages**: Swift, Python, Java, Dart, C++, JavaScript, TypeScript, SQL

**Frameworks & Libraries:** SwiftUI, UIKit, SwiftData, Healthkit, React Native, Flutter, React.js, Google Maps API

**Tooling and Systems**: Xcode, TestFlight, Github Actions (CI), Azure, Jira, Linux

## EXPERIENCE

**Software Engineer Intern,** Office of Student Disabilities - Los Angeles, CA **August 2025 - Present**
- Led a team in building a Flutter navigation app that helps visually impaired students navigate campus independently
- Fine-tuned a YOLOv11n model for door detection achieving 0.988 mAP50, and deployed it on-device via CoreML
- Identified accessibility gaps in existing campus navigation tools, directly shaping the app's core feature set (audio cues, haptic feedback, door detection), by conducting 20+ structured interviews with visually impaired students

**Tech Architecture Analyst Intern,** Accenture - Los Angeles , CA **June 2025 - August 2025**
- Identified defects across 60+ design and testing specifications before development, reducing delays by over 2 weeks
- Created tracking systems for 100+ service object requests and configured SAP Fiori tiles to streamline data access
- Streamlined CI/CD approval gates in Azure DevOps, cutting approval times by 25%, keeping development on schedule

## PROJECTS

**Sugora (CSULA AI/ML Hackathon)** **April 2026**
- Spearheaded a team of 4 students in the development of an iOS app for blood glucose and meal impact tracking in under 24 hours, placing 1st in the Health track and 4th overall out of 30+ teams at AI/ML Hacks
- Architected an offline first data layer using SwiftData and HKObserverQuery background delivery, enabling real-time CGM syncs with zero polling overhead and uninterrupted user access to glucose data offline
- Built a post meal glucose tracker using Swift Charts that auto scores each meal as low/moderate/high impact based on glucose rise over a 2-hour window, delivering personalized dietary feedback with no backend required

**MindDose** **January 2026 - March 2026**
- Shipped a medication and symptom tracking SwiftUI application, developed for Apple's 2026 Swift Student Challenge, updated with pharmacy lookup and navigation features to streamline medication refills.
- Designed and implemented an on-device notification system using UNCalendarNotificationTrigger for repeating medication reminders and low-stock alerts, with user-customizable timing and no backend required.
- Implemented a custom progress ring using AngularGradient and .spring() animations to visualize daily adherence.

**Roq: Multi Agent Risk Analysis (IBM Hacks)** **March 2026**
- Created an agentic AI supply chain platform (IBM watsonx) scoring critical mineral risk from SEC, USGS, and USITC data
- Developed a React and FastAPI web app with a 3D interactive globe and real-time SSE streaming across 130+ countries
- Designed a disruption simulation with live risk re-scoring and AI-generated mitigation briefs based on 1,000+ SEC filings

**Pulse** **January 2026 - Present**
- Developed a SwiftUI social media app integrating Apple services like Music, Activity, and device presence into a feed
- Built a dynamic tab bar with UISegmentedControl and UIViewRepresentable showing context-specific options per view

**3D-Lidar Scanner | NASA** **April 2022 - August 2023**
- Led a team of 6 engineers to build a 3D LiDAR scanner using a Garmin LIDARLite sensor and Raspberry Pi, reducing scan time from hours to minutes by designing a motorized I2C scanning system with Python
- Reconstructed a 3D environmental visualization in Python, enabling accurate spatial mapping by processing LIDARLite distance readings into rendered point cloud models

## LEADERSHIP EXPERIENCE

**President,** Technical Interview Prep for SWE - Los Angeles, CA **August 2025 - Present**
- Formalized Technical Interview Prep for Software Engineers, securing official recognition as a student organization
- Organized weekly meetings and workshops that increased student engagement and project participation by 40% by advertising in classes, creating presentations, and guiding peers in LeetCode and project building