

ISAIAH CARRINGTON

Problem Solver, Automation Enthusiast, Software Engineer

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Summary

Versatile Software Engineer with 10+ years of experience in Python, automation, and full-stack development. Driven by curiosity and a growth mindset, I've led initiatives across academia and industry—from re-founding the Computer Science Society at UWI to completing two Microsoft internships. I thrive in fast-paced environments, blending technical precision with creative problem-solving, and consistently seek opportunities to learn, mentor, and build scalable solutions.

Experience

Microsoft

Advance Software Engineer Intern

Redmond, WA

May 2025 – Aug. 2025

- Developed Azure based tooling:** Developed a Python based, cloud-ready, video quality assessment tool, providing a service for developers to easily obtain quality metrics for videos. This tool was then containerized and integrated into Azure, for enhanced scalability, portability, and automation potential.
- Azure Integration:** Leveraged Azure Container Apps, Blob Storage, Tables, Functions, Queues, scalable architecture, Artificial Intelligence.
- Ever-Learning:** Learnt about and implemented Azure Fundamentals, Scalable design, AI integration with MCP Servers, Agentic AI, and Containerization.

Microsoft

Software Engineer Intern

Redmond, WA

May 2024 – Aug. 2024

- Developed Dotnet SDK:** Created a robust Dotnet Software Development Kit (SDK) as a wrapper for C2PA Rust bindings. This bridged languages and enhanced developer productivity.
- Language Mastery:** Proficiently worked with Rust, C#, and C, gaining valuable insights into interop coding practices.
- Azure Integration:** Leveraged Azure Logic Apps and Azure Functions to streamline public access, making our solution more accessible.

MCI Technologies

Automation Engineer

Bridgetown, Barbados

Mar. 2024 – May. 2024 || Aug. 2024 – Nov. 2024

- Automated Workflow:** Developed a Python script to automate workflow processes.
- Email Integration:** Script pulled CSVs from emails received via Gmail using Gmail's API.
- Data Processing:** Ran calculations using Pandas and generated an Excel Spreadsheet in a pre-defined format for insights.
- Efficiency Boost:** Increased company's workflow by 1440x, completing tasks that previously took 3 hours with 4 people, in 30 seconds with no human interaction.

Pellucid IT

Software Developer

Bridgetown, Barbados

Jan. 2024 – May. 2024 || Aug. 2024 – Mar. 2025

- API Development:** Built RESTful API services using PHP, Laravel, MySQL, and Docker.
- Workflow Automation:** Created workflow scripts with Python and Bash to improve efficiency.
- Mobile Application Development:** Developed mobile application with Flutter and Dart, using Riverpod Architecture alongside the Repository pattern for state management and project structure respectively.

UWI – Cave Hill

Re-Founder, Head Developer, President of CSS

Bridgetown, Barbados

Sep. 2023 – Present

- Society Leadership:** Re-founded the Computer Science Society with the aim of providing students access to various networks and computing knowledge not explicitly provided at UWI.
- Educational Initiatives:** Organized workshops on AR, game development (Godot), Raspberry Pi, and web technologies.

Projects

MDStudyRag (Python + Gemini + Chroma DB) [<https://github.com/IsaiahSama/MDStudyRAG>]

- CLI tool designed to provide fine tuning (Retrieval-Augmented Generation [RAG]) for the Gemini LLM using Markdown files.
- Makes use of my custom Markdown parsing, to create a hierarchy and generate Alpaca formatted JSON for vectorization and storage with Chroma DB.

WhatsApp Voice Note to Text (Flutter + Python + FFMPEG) [<https://github.com/IsaiahSama/Vn2Text>]

- A Mobile application designed primarily to transcribe voice notes from WhatsApp to text.
- Makes use of share intent, to directly share file from WhatsApp to the android app.

BodyTrackingAvatar (Pygame, OpenCV) [<https://github.com/IsaiahSama/BodyTrackingAvatar>]

- Python application using computer vision alongside Google's body tracking ML, to control a character model rendered in Pygame, with the live movement of a person.
- Uses Websockets to communicate from the Computer Vision script to the Pygame window.

Tools / Frameworks

FastAPI, Flutter, Laravel, React, MySQL, SQLite, Git, HTMX, Docker, Node, Azure, Model Context Protocol

Languages

Python, JavaScript, Dart, HTML, Bash, SQL, PHP, C#, Go

Skills

Leadership, Organization, Adaptability, Automation, Full Stack Development, Mobile Development, Agile, API Development, Version Control, Development for Cloud, Scalable Architecture, Artificial Intelligence

Certifications

Microsoft Azure Fundamentals

Education

University of the West Indies, Cave Hill Campus

Bridgetown, Barbados

BSC Double Computer Science

Jan. 2021 – Dec. 2025

- Key Coursework: Web Development, Fundamentals of Artificial Intelligence, Software Engineering, Data Structures, Networks, UNIX, Algorithms, Design for Advanced Web Applications, Database Management Systems, Scalable Enterprise Web Apps, Software Testing and Quality, User Interface Design, Object Oriented Programming Concepts.
- Current GPA: 3.7