

ADDISON W. GOOLSBEE

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EDUCATION

Yale University, New Haven, CT

Expected Graduation: May 2025

Bachelor of Science in Computer Science | GPA 3.83

Coursework: Networked Systems, Embedded Systems, Systems Programming, Algorithms, Data Structures, Digital Systems, Object-Oriented Programming, Intelligent Robotics, Linear Algebra, Computer Architecture

TECHNICAL SKILLS

Proficient: Python, JavaScript/TypeScript, C/C++, Java, HTML/CSS, Unix, Linux, Bash scripting, Git, Docker, React/React Native/Redux, Graphic Design, Django, Firebase, REST APIs, SQL, ORMs, Agile, JIRA, Express.js, Stripe, Unity, Heroku, Postman, networks, TCP/IP, mobile development (iOS/Android), full stack development

Familiar: Assembly (x86), Swift, Racket (Lisp), Photoshop, CAD, Ancient Egyptian Hieroglyphs

WORK EXPERIENCE

BlackHorse Solutions (Parsons Corporation) *Software Engineering Intern*

June 2023 – August 2023

Cybersecurity & intelligence subsidiary of \$6b defense and infrastructure engineering firm

- ❑ Developed a universal CLI generator for APIs using FastAPI, Typer, & Docker (10-wk project done in 2.5 wks)
- ❑ Created 150+ comprehensive unit & integration tests using Pytest & Robot Framework (using JIRA methods)
- ❑ Collaborated with a team of 3 to develop network, browser, and hardware cybersecurity tools and practices, and set up specialized security servers (controlled information)

Computer Architecture and Security Lab *Research Assistant to Professor Jakub Szefer*

July 2022 – Present

- ❑ Developed computer vision scripts to index visual parameters of video files and modify the videos to match desired specifications. Used methods to determine the video a user watches using only power consumption data

NorthStar Wearable Technology *Software Engineering Intern*

June 2022 – August 2022

University of Chicago: TMW Center-backed startup developing a wearable, natural language processing device to assist at-risk young children's cognitive development.

- ❑ Developed Cypress scripts to automate API endpoint testing via CRUD operations. Designed 300+ tests
- ❑ Performed thorough QA testing for both frontend and backed sides; found 80+ bugs/security flaws

Student Technology Collaborative *Student Tech*

October 2022 – Present

- ❑ Diagnosed and fixed hardware and software for Yale students

SELECTED PROJECTS AND EXTRACURRICULARS

Yale Butteries *(available on The App Store)*

October 2021 – Present

Frontend: React Native with TypeScript and Redux. Backend: PostgreSQL, Express.js, Prisma

- ❑ Lead the creation and development of the food ordering app for all 14 residential college butteries (snack shops)
- ❑ Prototype won first place at Yale Co-Create Hackathon 2021
- ❑ Implemented Stripe payments, CAS login, Docker, endpoints, deployment/hosting, and many other features
- ❑ Recruited and managed seven-person team to build out the app

Yale Computer Society *President*

May 2023 – Present

- ❑ Elected president of Yale's largest computer science organization (200+ members)
- ❑ Guided and oversaw the development of eight project teams such as coursetable.com
- ❑ Created YCS Catalyst pipeline program for inexperienced developers to join project teams
- ❑ Created the first sponsorship program and secured funding from companies like Bloomberg and Jane Street
- ❑ Remade the organization's website yalecomputersociety.org