ASTOR MEREDITH-GOUJON | SOMERVILLE,MA | SOFTWARE ENGINEER

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Education

Northeastern University, B.S., Computer Science and Game Development

– Dean's list student, GPA: 3.2

Boot.dev

Introduction

I'm a software engineer with 1 year in the software industry, looking to collaborate on the next generation of software. I love the process of working with others. The interplay of ideas and feedback results in unexpectedly creative solutions, unique experiences and high quality software. I'm most comfortable working in Java and Python environments on back-end systems but I do have familiarity with web development and front end systems in React.

Work Experience

Address Data Sync | Software Engineer | January 2026 - Current

– Built a synchronization engine that compares, validates, and updates address information between databases.

– Maintained a detailed logging system of all changes made during synchronization.

– Parsed geospatial data to organize users into sectors based on their address in the database.

State Street | Software Engineer Co-Op | July 2022 - Dec 2022

– Pinpointed the 10 longest-running functions using Open Telemetry

– Developed a Grafana dashboard, enabling senior engineers to optimize services performance by an estimated 30%.

– Collaborated with senior engineers to improve dashboard readability and logging efficiency by ~50%.

Wood Mackenzie | Software Engineer Intern | July 2021 - Dec 2021

– Standardized Excel workbooks for five teams, deploying a robust VBA function that amplified data compatibility.

– Tripled real-time data population speed, empowering teams to make faster and more informed decisions.

– Enhanced predictive analytics by applying flow network principles, dynamically expanding the network size.

Projects

Webcrawler | Network Engineer | Apr 2024 - May 2024

– Coded a recursive depth-first search algorithm to locate hidden flags essential for project completion.

– Optimized performance by 5x through multithreading.

What Remains of Me | Software Engineer and Game Designer | January 2024 - May 2024

– Developed and implemented a power drain/charge station mechanic to resolve softlock issues.

– Programmed particle effect systems to improve visual clarity of game mechanics.

– Leveraged Jira to collaborate across multi disciplinary teams.

Technical Skills

Languages: Java , Python, C++, C#, Type script, Zig | **Familiar with**: SQL, CSS, HTML, Bash scripting

Tools and Libraries: React, Git, Agile, Unit Testing, Linux, Unity | **Familiar with:** Open Telemetry, Grafana, Docker

Extra Curriculars

- Division 1 Track and Field Athlete
- League of Legends Esports club
- Open source contributor to the Maple project