

CONNOR GOODALL

Chesapeake, VA | P: +1 (757) 915-5613 | cagoodall803@gmail.com
<https://github.com/Connor-Goodall/>
<https://connor-goodall.github.io/>

EDUCATION

UNIVERSITY OF VIRGINIA

Bachelor of Science

Major in Computer Science

Cumulative GPA: 3.55/4.0; Major GPA: 3.68/4.0

Relevant Coursework: Advanced Software Development; Database Systems; Algorithms; Machine Learning; Cloud Computing

Charlottesville, VA

May 2023

SKILLS

- **Languages & Frameworks:** Java, C, C++, HTML, CSS, Python, Django, R, PHP, PDO, SQL
- **Environments & Software:** Git/Github, MySQL, AWS, PostgreSQL, SQLite, Selenium, Bootstrap
- Experience with object oriented programming, algorithms, data structures, web development, cloud development, and machine learning

PROJECTS

COMICS UNIVERSAL (*Python, Django, HTML, Bootstrap*)

Dec 2022 - Jan 2023

Software Developer

- Created and designed a wiki website that contains all types of information on many different comic book characters that users can edit if they are logged in
- Used a central database on a MySQL server to store user information and the comic book character's information
- Worked with the Superhero API on Github to get the information for each comic book character
- Used Selenium to automate user interaction for validation

WATCH PARTY (*Python, Django, HTML, Bootstrap*)

Feb 2022 - April 2022

Software Developer/ Software Tester

- Worked with a team to create a website that allows people to schedule movie or television show events with other people online with Zoom or in-person at a movie theater
- Used a database on a PostgreSQL server to store the user's profiles and to store the movie or television show events
- Worked with the OpenRouteService API and with the OpenLayers API to find the coordinates of an in-person theater in order to show directions to go to the in-person theater on an interactive map
- Worked with the Zoom API to create a meeting for the online event at the scheduled time
- Worked with Google's OAuth 2.0 to implement login authentication

CLUB HUB (*PHP, PDO, HTML, Bootstrap*)

Feb 2023 - April 2023

Software Developer

- Worked with a team to create a website that allows UVA students and faculty to join and create clubs on campus, as well as stay up-to-date about the clubs that they are interested in
- Used a central database on a MySQL server to store club information, student information, and faculty information
- Used the PDO framework to access the MySQL database in PHP

CRIME DETECTOR (*Python*)

Sept 2022 - Dec 2022

Machine Learning Engineer

- Worked with a team to create a machine learning algorithm that predicts the likelihood of being a victim of a violent or non-violent crime in a particular area of the city of Charlottesville
- Trained many different regression models and hypertuned the parameters for each of these regression models in order to find the best model for our algorithm
- Feature engineered GPS coordinates for each crime given the street address to create visualizations for the actual data and the predicted data
- Feature engineered the violent crime category and the non-violent crime category in order to feature engineer the violent crime rate and the non-violent crime rate