

CONNOR GOODALL

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<https://github.com/Connor-Goodall/>

EDUCATION

UNIVERSITY OF VIRGINIA

Bachelor of Science

Major in Computer Science

Cumulative GPA: 3.55/4.0; Major GPA: 3.68/4.0; Dean's List 2019-2020

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

Charlottesville, VA

Expected May 2023

SKILLS

- **Languages & Frameworks:** Java, C, C++, HTML, CSS, Python, Django, R
- **Environments & Software:** Linux, Git/Github, MySQL, Eclipse, Pycharm, VSCode, AWS, RStudio, 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 the user's profile and to store the comic book character's biography, appearance, work, connections, powerstats, and images
- Worked with the Superhero API on Github to get the biography, appearance, work, connections, powerstats, and images for each comic book character
- Used Selenium to automate user interaction for validation

WATCHPARTY (*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

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

ACTIVITIES

ASSOCIATION FOR COMPUTING MACHINERY (ACM)

Member

Charlottesville, VA

Sep 2019 – Present