CONNOR GOODALL

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EDUCATION

UNIVERSITY OF VIRGINIA

Charlottesville, VA

Bachelor of Science

May 2023

Major in Computer Science

Cumulative GPA: 3.59/4.0; Major GPA: 3.72/4.0

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

SKILLS

- Languages & Frameworks: Python, Django, HTML, CSS, PHP, Java, SQL, C, C++, R
- Environments & Software: Git/Github, Bootstrap, MySQL, Selenium, AWS, PostgreSQL, SQLite

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