Dylan Goodman

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Education

University of Guelph Guelph, ON, CA
BS Computer Science (Co-op) *GPA: 3.78/4.0 (86%)* September 2019 - June 2024

Skills

Languages: Python, C, Java, JavaScript, HTML/CSS, SQL
Tools: Linux, Git, Shell scripting, Makefiles, React, LaTeX, VS Code, Express, WSL, Docker, Gradle

Work Experience

Undergraduate Student Researcher Guelph, ON, CA
University of Guelph, Department of Engineering May 2022 - Present

- Spearheaded research and writing for a 6 page academic paper under the supervision of a professor
- Used OpenCV, Hypertools and high-dimensional data in Python to apply data fusion on 2-8 RGB camera inputs on a Xilinx embedded system for AI inference
- Created and performed 3+ presentations for professors and postdoctoral students to synthesize our research and intended direction
- Developed and researched hardware accelerated applications for FPGA's to improve performance on board drones and innovate the Internet of Agriculture of Things (IoAT) space

Software QA Analyst Kitchener, ON, CA
Sonova Group September 2021 - December 2021

- Executed and maintained front-end tests for audiologist hearing instrument fitting software
- Worked in an agile environment alongside a team of developers to report bugs, test new feature implementations and handle customer issues

Software Developer Sister Bay, WI, USA (remote)
Maffle LLC May 2021 - August 2021

- Used a Python-like language to design and develop many user features (messaging system, screenshot functionality, in-game physics etc.)
- Used Docker, Linux, shell scripts and various GitHub repositories to integrate FFMPEG video decoders and encoders into the Maffle application
- Underwent weekly code reviews and meetings to improve programming efficiency and readability
- Wrote documentation for code sections and feature implementations to aid new developers

Projects

GPX CRUD App *JavaScript, MySQL, JQuery, HTML/CSS, Node.js, Express, C*

- Developed a GPX parser web app that allowed users to create, read, update and delete GPX files
- GPX parser API developed in C and accessed with JavaScript through FFI
- Data was stored and queried using a SQL database

Rogue Game *Java*

- Replicating classic "Rogue" video game using Object-oriented principles in Java
- reading to & writing from JSON files for all room and item storage
- Used Gradle for build automation
- Used JMenu for user to have saving and loading game options

Personal Website *React, Node js, HTML/CSS*

- Used functional components and JSX in React to develop a personal website
- Used Netlify with GitHub continuous integration for web hosting

Awards

Dean's Honours List

- Awarded to students who achieve above 80% average in their academic semester
- Received in Fall 2019, Winter 2020, Winter 2021 & Winter 2022