DYLAN GOODMAN

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EDUCATION

University of Guelph   Guelph, ON, CA
BS Computer Science (Co-op), Minor in Philosophy *GPA: 89%*   September 2019 - June 2024
Key Courses: Cloud Computing (99%), Computer Security Foundations (98%), Computer Networks (99%)

SKILLS

Languages: Python, C, SQL, JavaScript
Tools: Linux, Git, Bash, React, Jenkins, Docker

WORK EXPERIENCE

CI/CD Pipeline Developer (Co-op)   Waterloo, ON, CA
SAP   January 2023 - August 2023

- Created and maintained 25+ Jenkins pipeline templates for automating verification of software security, style, functionality and performance
- Initialized and maintained a network of virtual & bare metal Linux machines to automate pipelines and tasks, supporting Infrastructure as Code
- Developed and maintained time-saving automation scripts in Python, Bash and PowerShell for MacOS, enterprise Linux & Windows

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

- 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 perform data fusion on 2-8 RGB camera inputs on a Xilinx-embedded Linux system for AI inference
- Researched and developed hardware-accelerated applications for Field Programmable Gate Arrays (FPGAs) to improve performance onboard drones and innovate the Internet of Agriculture of Things (IoAT) space
- Created monthly presentations for professors and postdoctoral students to synthesize our research and future steps

Software QA Analyst (Co-op)   Kitchener, ON, CA
Sonova Group   September 2021 - December 2021

- Executed and maintained front-end tests for 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 (Co-op)   Sister Bay, WI, USA (remote)
Maffle LLC   May 2021 - August 2021

- Used a Python-like language to design and develop user features such as a 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
- Wrote a suite of documentation for onboarding new developers

PROJECTS

C-Minus Compiler *Java, Java CUP*

- Collaborated with a team of two others to create a functioning compiler for a subset of the C language
- Implemented a scanner and parser for token output and creation of an abstract syntax tree (AST)
- Developed a semantic analyzer to maintain a symbol table and perform type-checking
- Developed a code generator that traverses the AST generating assembly code supporting functions, loops, recursion, arrays and errors

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 a foreign function interface (FFI)
- Data is stored and queried using an SQL database