Edmund Goodman

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EDUCATION

Warwick University

 $Sept.\ 2020-June\ 2024$

MEng Computer Science

The Perse Sixth Form

Sept. 2018 - June 2020

A-levels in Maths (D2, eq. A^*), Further Maths (D3, eq. A^*/A), Physics (D1, eq. high A^*) and Computer Science (A^*)

Cambridge, England

Coventry, England

EXPERIENCE

Software Engineering Intern

July 2020 - Sept 2020

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Cambridge, England

- Updated a testing harness for fibre optic switches from python2 to python3
- Refactored the VBA backend of an Excel spreadsheet used for corporate planning, created visual representations for the aforementioned planning data
- Wrote a Java implementation of NETCONF call home (https://tools.ietf.org/html/rfc8071) for the open source ONOS project

Software Engineering Work Experience

July 2017

Argon Design

Cambridge, England

• Refactored and redesigned an information display board, converting a monolithic file into a series of microservices running with a python LAMP server, in order to serve the updated UI

PROJECTS

Warwick Guide | Git, Markdown

Apr. 2021 – Jun. 2021

- Founded and administrated an open source revision resource for the first year Warwick computer science course, used by over 100 students, and with contributions from over 25 Project link
- Managed pull requests and issues to the notes, adhering to open source best practices
- Communicated with university to ensure the project was acceptable
- Significantly contributed to the notes for every module I took in the year

Engineering Education Scheme | Python, C++

Sept. 2019 – Apr. 2019

- Lead the software aspect of the school "Engineering Education Scheme" entry, building an autonomous tennis ball collector to the help sports teachers Project link, <u>Video</u>
- Implemented first principles image recognition for tennis balls, and wrote a search algorithm to collect them
- Contributed to the hardware aspect, manufacturing parts of the shell, and battery and flywheel mountings

Rouse Research | Python

Sept. 2019 – Apr. 2019

- Received a Distinction for a project titled "How effective are machine learning algorithms compared to traditional analytical techniques with respect to play abstract games" Project link
- Derived back-propagating neural networks from first principles
- Implemented neural networks, and genetic and tree search algorithms to play simple games

Acheivements

Music: Trinity Guildhall Grade 8 Trumpet, ABRSM Grade 7 singing, Pro Corda national chamber music finalist, previous head chorister of Jesus College Choir

Cyber Security: Reached the final round of the Cyber Discovery competition, hence attending two SANS courses, SEC504: "Hacker Tools, Techniques, Exploits, and Incident Handling", and FOR500: "Windows Forensic Analysis" Gold Crest award, and Gold level industrial cadet: Awarded due to completing the EES project mentioned above Air Cadet Leadership Course: One of 240 each year to graduate a demanding week long course at RAF Cranwell teaching practical leadership skills, where I learned how to plan an exercise, communicate effectively, and command a team of nine other cadets

TECHNICAL SKILLS

Languages: Python, Java, Haskell, Bash/Zsh, C, VBA, Javascript with jQuery, BASIC, PHP, HTML, CSS, SQL