

# Tristan Goucher

Software Engineer

Portfolio: [Google Drive](#), [Gitlab](#), [Github](#)

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## ABOUT ME

As a passionate software engineer, I love building robust and scalable components of projects that directly engage with users, creators, and engineers. I enjoy working closely with others and building a culture of learning that encourages individuals to exchange innovative ideas.

## SKILLS

**Languages:** JavaScript, HTML, CSS, Python, SQL, C#, C/C++, Perl.

**Technologies:** NodeJS, Rest APIs, ASP.NET 7, Git.

**Methodologies:** Agile, Test-Driven Development, Database Design, SDLC.

**Soft Skills:** Leadership, Communication, Problem-solving, Critical Thinking, Empathy, Adaptability.

## PROFESSIONAL EXPERIENCE

The Research Institute / Center for Early Learning and Youth

Development, Monmouth OR - Database and Data Analyst Intern

April 2023 - Present

- Developed processes for cleaning and transforming exported database content using **Python**.
- Ensured accurate data input and cleaning of records using online data entry.
- Planned out and created a process for removing duplicates from the data pool.
- Assisted with form creations and content management for their revamped website.

## EDUCATION

Western Oregon University, Monmouth OR

Bachelor of Computer Science

Expected July 2024

- Built a website with **C#**, **ASP.NET**, and **Bootstrap** using an **MVC** framework with unit tests.
- Created internal Rest APIs, as well as leveraging external APIs and AJAX.
- 3.85 GPA.

## PERSONAL PROJECTS

[Pathfinder 1E Statblock Importer](#) (Foundry VTT Plugin) - Programmer

January 2024

- Used **HTML**, **CSS**, **JavaScript**, and **Handlebars** to create a UI-driven process for parsing statblocks into Actors for the Foundry Virtual Tabletop program.
- Makes extensive use of regular expressions and inheritance to parse sections and integrate all the various pieces of data and translate them into program-specific functionality.
- Open-source with support for localization into other languages, both in UI and content creation

[Pathfinder 1E Content](#) (Foundry VTT Plugin) - Project Lead and Programmer

December 2023

- Manage the continual development of publicly available content from the Pathfinder 1st Edition tabletop game into usable assets in Foundry.
- Ensure guidelines for contributions and approve them for quality before merging.
- Developed processes for external editing, decompiling, and recompiling into database structures
- Maintained concurrency with open-sourced development of the Pathfinder 1st Edition system plugin for Foundry.

[Star Wars KotOR Save Editor](#) (Video Game External Tool) - Programmer

August 2019

- An interactive tool for editing binary saved games for Star Wars Knights of the Old Republic 1 and 2.
- Uses a custom UI using a port of the **tcl/Tk** GUI toolkit.
- Coded in **Perl**, using custom libraries for working with the games' custom file formats.
- Supports multiple binary and image operations for editing the nature and status of a saved game, including support for modified versions of files.