

# Goodluck Badewole

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## EDUCATION

**Alabama Agricultural and Mechanical University (AAMU)**, Huntsville, Alabama  
Bachelor of Science in Computer Science  
GPA: 4.0/4.0  
Honors/Awards: Presidential Scholar, Honors Program, AAMU Presidential Scholarship, Whataburger Feeding Student Success Scholarship

Huntsville, AL  
Expected May 2027

## TECHNICAL SKILLS

**Programming Languages:** • Python • Go • C++ • C# • JavaScript • TypeScript • SQL • HTML/CSS  
**Frameworks & Libraries:** • React • Next.js • Flask • LangChain • TanStack Query • Pandas • NumPy • Unity  
**Tools & Technologies:** • Docker • Kubernetes • Git • AWS Bedrock • Firebase • Pinecone • Redis • PostgreSQL • Linux • CI/CD • Supabase • Grafana

## WORK EXPERIENCE

**Splunk (Cisco)** Boulder, CO  
Software Engineer Intern – Backend/Infrastructure May 2025 – Aug 2025

- Led implementation of Slack threading in the Release Train Engine (RTE) team, reducing daily slack message volume by 63% during stack group/cohorts maintenance windows.
- Enhanced Kubernetes CRDs and Go-based controllers to store Slack thread IDs in resource status field, enabling easy message tracking.
- Developed automatic tagging of TechOps and on-call Release Train Engineers in critical slack messages, accelerating identification of faulty stacks by 78% during cohorts upgrade operations.
- Built and tested threading features locally using Docker and Kind clusters, simulating production-like environments for debugging.

**Activision** Los Angeles, CA  
Game Development Intern May 2024 – July 2024

- Selected for competitive game development program alongside 20+ industry professionals from major studios including Activision and Riot Games.
- Developed a city-building simulation game using Unity and C#, implementing core game systems including resource management, and AI-driven NPC behavior.
- Designed and prototyped gameplay mechanics focused on community development and cultural storytelling, achieving 85% positive feedback from peer tester and industry mentors.

## PROJECT EXPERIENCE

**GDG Opportunities Hub** | TypeScript, React, Next.js, Supabase, TanStack Query

- Collaborated with a team of 8 developers to build and deploy a full-stack web application helping 100+ students discover and track internships, scholarships, and job.
- Led frontend development of applications tracking features using TanStack Query, reducing data fetching redundancy by 40%
- Developed dynamic opportunities pages with real-time status updates, and calendar integration.
- Integrated frontend with Supabase APIs for authentication, CRUD operations, and role-based access control.

**Personal AI Knowledge Assistant** | Python, TypeScript, React, AWS Bedrock, Pinecone, LangChain

- Built a full-stack RAG application enabling users to upload, index, and semantically search through personal documents using vector embeddings and LLM integration.
- Implemented document processing pipeline handling 1000+ PDFs, text files, and markdown documents with automatic chunking, embedding generation using AWS Bedrock, and storage in Pinecone vector database.
- Developed conversational interface using LangChain for context-aware responses, achieving sub-second query latency and 90%+ answer relevance through optimized retrieval mechanisms.

**Distributed Task Scheduler** | Go, Python, Docker, Kubernetes, Redis, PostgreSQL

- Architected and deployed a fault-tolerant distributed job queue system using Go microservices, Redis for job persistence, and Kubernetes for container orchestration, handling 10,000+ tasks per minute.
- Implemented priority-based scheduling with automatic retry logic, dead letter queues, and exponential backoffs, achieving 87% task completion rate and reducing failed job recovery time by 85%.
- Built monitoring dashboard with real time metrics using Prometheus and Grafana, providing visibility into queue depth, worker health and task latency across distributed workers.

**Flashcard Web-App** | Language: React, Firebase, Next.js | Tools: OpenAI

- Developed and deployed a flashcard management web application using React, Firebase, and Next.js, allowing users to create, save, and search flashcards instantly.
- Improved user engagement by incorporating real-time data synchronization and personalized authentication, leading to enhanced learning experiences and streamlined flashcard organization.

## LEADERSHIP AND ACTIVITIES

**Secretary & Assistant Tech Lead** — Google Developer Group (GDG) AAMU

- Co-host 15+ technical sessions focused on interview preparation and algorithm problem solving using platforms like LeetCode, reaching 100+ students.
- Coordinate event logistics and grow student participation in GDG activities, increasing event attendance by 40% through strategic outreach and engagement.

**Team Lead** — Sandia National Labs Tracer Fire CTF Hackathon (2025)

- Led a 5-person team to 1st place in a competitive cybersecurity capture the flag competition.
- Solved real-world cyberattack challenges involving reverse engineering, cryptography, and forensics.
- Investigated and presented findings, providing a detailed debrief to the SNL team and audience.

## ADDITIONAL INFORMATION

**Professional Affiliation:** • ColorStack • CodePath • HBCU 20x20 (2023 cohort) • Project Destined