Joel Goodrum
Software Developer

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SUMMARY

I am a Sophomore at Georgia State University with a 3.25 GPA. Pursuing a bachelor's degree in computer science with a focus on software development. My major interests are algorithms and front-end development.

PROJECTS

WizardRPG: In WizardRPG, one gets to strategically fight mystical creatures. All players have health and magic points. The player can attack or defend against his opponent. The opponent also has the options of defending or attacking. The player must bring the opponents magic or health points to zero in order to win. This game was programmed in html, CSS and JavaScript.

Car App: Car App was written in Java. It is an app that allows the user to navigate through a variety of vehicles. The intro screen displays what type of vehicle one would like to see "SUV" or "Sedan." Once the user has clicked on one of the icons, the app will take the user to a page in which displays the vehicles available. When the user clicks on a specific vehicle, the app will take the user to a page in which gives all the details about the vehicles such as the models and manufacturing date.

SKILLS

PROGRAMING LANGUAGES: Java, JavaScript, html, CSS.

FRAMEWORKS & PLATFORMS: GitHub, Android Studio.

EMPLOYMENT

02/18 – 10/18   **Dishwasher,** *Avondale Pizza – Avondale, GA*
I had to be aware of the structure of the restaurant in order to organize silverware, pots and pans.

02/16 – 06/17   **Delivery Driver,** *Jimmy John's – Decatur, GA*
I had to memorize a large set of addresses and find the most efficient routes. Also had to converse with costumers.

ACADEMICS

08/16 - present   **Associates Degree in Computer Science (in progress)**
Georgia State University Clarkston Campus – Clarkston, GA
Current GPA: 3.25