Joel Goodrum

Front-end 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

Online Text RPG: Online Text RPG is a project in progress in which players will interact with a virtual city. The player's objectives will be to complete quests and earn money. Currently; the player can buy and sell stocks, work part time jobs and change locations. The front end of the game was coded in html. Graphics were rendered in the Blender 3D engine. The back end was coded in 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 (proficient), JavaScript(proficient), html(proficient), CSS(proficient).

FRAMEWORKS & PLATFORMS: Git, 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.