JOEL GOODRUM
SOFTWARE ENGINEER

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 JoelGoodurm

Software Engineering with web, app and game development experience.

Skills

PROGRAMMING LANGUAGES
JavaScript
Python
C
HTML
CSS
Java
SQL

FRAMEWORKS
Node.js
Vue.js
React.js
Bootstrap

OPERATING SYSTEMS
Linux
Mac OS
Windows

Education

| Georgia State University | Jan. 2020 to Dec. 2021 |
B.S. Computer Science (expected)

| Georgia State University | Jan. 2016 to Dec. 2019 |
A.S. Computer Science

Employment

CodeMettle — 6 Concourse Pkwy #2500, Atlanta, GA 30328
COOP Software Engineer — Jan. 2021 to May 2021, May 2020 to Aug. 2020, Aug. 2019 to Jan. 2020
COOP program that focuses on military network communications.

- Navigated directory structure of CodeMettle software.
- Implemented UI features with Vue.js.
- Developed unit tests for front end functions.
- Developed UI end to end test with Nightwatch.js.
- Navigated virtual machines via SSH.
- Developed scripts to communicate with networking devices via SNMP.
- Stored source code in Gitlab.
- Created developing branches in Gitlab.
- Merged branches and resolved merge conflicts.

Projects

ZeldaC — Apr. 2020 to May 2020
A 2D RPG that simulates a generic Zelda game from the Game Boy era. With a birds eye view of the character, one can explore a world filled with deadly enemies. Players must use their sword to survive.

• Developed game logic for 2D Zelda style game in C.
• Created game rendering functions with SDL library.
• Created updating functions to constantly monitor game variables.
• Designed player tracking system for enemies to follow.
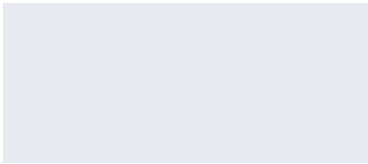• Managed sprites to animate character according to buttons being pressed.

PaperTech — June 2019 to July 2019
A social media platform focused around technology group chat rooms.

- Designed webpages with HTML, CSS & Bootstrap.
- Rendered dynamic content with EJS template engine.
- Deployed website on Heroku server with Node.js.
- Stored data in a SQL database.
- Developed login authentication system.
- Implemented SSL certificate.

Awards

NASA , Kennedy Space Station · — June 2019
Certificate Of Achievement for the NASA Community College Aerospace Scholars of 2019
 NASA's online course and on-sight experience program for college students.

• Spent one month taking an online class about how NASA intends to return to the Moon and go to Mars.

- Developed rover concept and submitted a 10 page paper regarding how to build it.
- Achieved first place in lego rover rock scooping competition with my teammates.
- Developed navigation software for lego EV3 rover.
- Developed rock scooping software.