

# HENRY BALICK GOODMAN

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## EDUCATION

### University of Maryland, College Park

GPA: 4.0/4.0

Bachelor of Science in Computer Science and Mathematics (Double Major), Honors Citation August 2021 – Dec 2024

#### Relevant Coursework

Data Structures, Algorithms, OOP, Programming Languages, Computer Systems, Artificial Intelligence, Machine Learning, Data Science, Discrete Math, Probability Theory, Calculus III, Linear Algebra, Game Theory, Real Analysis, Security

## EXPERIENCE

### Amazon

May 2024 – August 2024

Software Dev Engineer Intern

Austin, TX

- Designed and built express backend API and React frontend for semi-auto security remediations increasing productivity for over 3K teams and 100K engineers while protecting millions of customers against attacks
- Implemented React frontend to dynamically add reviewers storing over 1.3M CRs mapped to issues via Redux
- Onboarded 5 engineers to leverage API into 3 other verification processes focused on security vulnerabilities

### Vanguard

May 2023 – May 2024

Software Engineering Intern

Malvern, PA

- Engineered and deployed full stack Angular component leveraging AWS, TypeScript, and GraphQL that parses, summarizes, and updates large-scale database objects resulting in 18% greater efficiency for senior auditors
- Developed sentiment analysis algorithm comparing 6 strategies to show benefit of staying course over volatility
- Migrated 5 AWS Lambdas leading to reduction in costs and improved security for essential cloud services
- Architected and implemented RESTful Image handler leveraging S3 and Node JS leading to improved UX

### UMD Department of Computer Science

August 2022 – Present

Teaching Assistant: Data Structures & OOP

College Park, MD

- Advanced over 250 students' coding skills by providing feedback on their project implementation, with emphasis on improving logic, style, and unit tests
- Graded hundreds of students exams, projects, and quizzes with focus on accuracy and efficiency

### Mission Agency

May 2022 – August 2022

Full Stack Developer Intern

Baltimore, MD

- Developed CMS templates for clients, leveraging open-source platforms such as Wordpress and Drupal
- Built and repaired front-end, adaptive websites, such as the Maryland Zoo, using HTML5, CSS flexbox and grid, jQuery and JavaScript with tens of thousands of monthly visitors
- Created specs documentation outlining programming approach and client customization through the CMS

## TECHNICAL SKILLS

**Languages:** Python, JavaScript, Java, C, R, SQL, CSS, HTML, OCaml, Ruby, PHP

**Frameworks & Technologies:** React, TypeScript, Pandas, DynamoDB, GraphQL, Angular, S3, Jinja

**Developer Tools / Methodologies:** Git, Agile, Jira, Figma, FileZilla (FTP)

## PROJECTS

**GameRate** | MongoDB, Jinja, Python, Flask, Tailwind, GiantBomb

March 2024 - May 2024

- Built a video game review platform integrated with the external API, enabling real-time search of over 100K games
- Developed user account management, allowing users to create and update profiles, write, and edit reviews

**Speechify** | Flutter, Flask, Tesseract, OpenCV

April 2023 - April 2023

- Worked with 3 teammates to develop mobile Optical Character Recognition that extracts text from image
- Placed first in People's choice out of 150 projects