

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 – May 2025

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 – Present

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 – May 2024

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

Jan 2024 - August 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