

JARRYD GOODMAN
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PROFESSIONAL EXPERIENCE

Tuch LLC, Software Engineer November 2014 – August 2015

- Worked on a team of 2 full stack web engineers in the area of digital menus
- Designed and implemented new pages using React.js/PHP, providing managerial and administrative tools to clients
- Built robust analytics API in PHP to provide clients with a range of business metrics to guide strategies and allow clients access to the data at the core of our business
- Improved code quality with algorithm optimization, creating documentation, and introducing a style guide
- Increased development, debugging, and testing velocity which enabled sales team to continue expanding client base

PROJECTS

Mobievent

- Worked on a team of 3 developers and created an iBeacon (Bluetooth) based indoor positioning system in 36 hours
- Led design and implementation of backend system: Python/Flask RESTful API and a normalized MySQL database
- Co-designed algorithm for triangulation using quad trees based off 3 beacons with reasonable margin for error

Hack Arizona Drone Project

- Worked on a team of 2 developers and achieved drone facial recognition and tracking in 36 hours
- Used NodeJS implementations of the Parrot Drone SDK and OpenCV to connect with the drone and to create a web based control platform
- Implemented video streaming, movement controls, and toggle for facial tracking feature on the web application

SLS iOS App

- Worked on a team of 4 developers and developed musical outreach iOS app for upcoming artists
- Connected with major APIs such as Facebook, Twitter, and SoundCloud to integrate functionality across multiple social media platforms

Star Wars Galaxies Emulator

- Fixed bugs on open-source “MMOCORE” helping bring to life a pre-publish 9 version of the game

Stargate Battlefield 1942 Modification, Lead Modeler

- Led the design and implementation of individual 3D models for the game modification
- Created player models, weapon models, and models for various elements on the map

SKILLS

Languages: Java, C, PHP, JavaScript (ES6/7), Python, Bash Scripting

Front-end: React.js, HTML, CSS, JQuery

Back-end: MySQL, Database Design, RESTful API Design, Flask

Methodologies: Object Oriented Design, Test Driven Development, Scrum, Unit Testing, MVC, FLUX

Tools: Git, PHPStorm, Eclipse, Sublime Text, JUnit, AWS, Google Cloud Platform, UNIX Shell

EDUCATION

Bachelor of Science in Computer Science

December 2015

University of Arizona

Tucson, AZ

Courses Taken:

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| • Compilers & Systems Software | • Web Programming |
| • Algorithms and Data Structures | • Database Design |
| • Software Engineering | • Computational Linguistic |

Game Design Summer Class

May 2006 – August 2006

Columbia University

New York, NY

- 3D Game development using OpenGL in C#

ACTIVITIES

Worked with team of 20 at LiftOff club to launch nano satellite to monitor transient lunar phenomena

Placed fifth in ACM Programming Competition

Taught at WICS Java programming workshop