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 "MMOCoreOrb" 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
Methodoligies: 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:
- Compilers & Systems Software
- Algorithms and Data Structures
- Software Engineering
- Web Programming
- Database Design
- 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