

# Kyle Goodwin

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## Technical Skills

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- Languages: Java, C, C++, C#/.NET, Scala, SQL, HTML, React, Bash
- Operating Systems: Windows 11 / 10, Linux, macOS, iOS
- Tools: Visual Studio, VS Code, IntelliJ, Android Studio, Microsoft Azure, Docker, Xcode

## Education

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### University of New Hampshire

B.S. in Computer Science – GPA: 3.86

Durham, NH

Expected May 2026

- Related Coursework: Operating Systems, Data Structures and Algorithms, Cybersecurity, Scripting

## Professional Experience

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### Sprague Energy

Junior Developer Intern

Portsmouth, NH

May 2025 – Present

- Developed backend systems in C#/.NET and SQL, supporting data integrity across 100K+ records
- Migrated API call system to an in-house solution, improving stability by 90% and reducing system costs
- Collaborated in Agile sprints to deliver business-driven enhancements

### University of New Hampshire

Summer Research Assistant – Advisor Wheeler Ruml

Durham, NH

May 2024 – August 2024

- Developed and tested improvements for the Rectangle Search algorithm, an Anytime Heuristic Search method, focusing on efficiency and usability.
- Improved the algorithm's accessibility by removing a required input parameter while maintaining high performance.

## Projects

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### EDI-Engine: Production AI Data Pipeline (SaaS Model)

Python, FastAPI, JavaScript

Personal Product Development

- Designed and engineered a zero-management backend service for commercial ANSI X12/EDI parsing, transforming cryptic files into semantic JSON.
- Built a high-performance server using Python (FastAPI) and JWT authentication to manage access and secure the payment gate for paying users.
- Integrated the Google Gemini API to provide intelligent analysis, including real-time summarization, anomaly detection, and actionable insights.

### Bulletzone: Networked 2D Shooter/Platformer Game

Java, Spring Boot

Collaborative Team Project

- Developed a networked 2D platformer, utilizing Java for the client-side game logic and Spring Boot for backend RESTful API.
- Contributed to a 4-person team using version control and adopted Agile methodologies to manage sprints and deliverables.
- Managed code integration and resolved merge conflicts, demonstrating effective teamwork and communication in a large, shared codebase.

### NH48 iOS Tracker Mobile App

Swift, SwiftUI

Personal Project

- Developed a native iOS application to track progress on hiking the 48 New Hampshire 4000-footers, including state persistence and UI development.

## Leadership & Involvement

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### UNH Programming Assistance Center

Feb 2024 – May 2025

Consultant

- Supported over 30 students weekly in debugging and mastering core concepts in Java and C coursework, emphasizing clarity and problem-solving strategies.

### Cybersecurity Club

Aug 2023 – Present

Student Member

- Led presentations on malware and encryption; mentored peers on essential cybersecurity principles and tooling.