Sean Mitchell Goodrich
Software Engineer

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EXPERIENCE

Jan 2020 - Oct 2024
Los Angeles, CA

Google
Software Engineer III
- Create a self serve tool to reject and backfill feedback from problematic human raters. Used on tens of thousands of feedbacks as part of effort to improve data quality.
- Investigate EWOQ billing, resulting in a refactor with table-valued-functions & GoogleSQL tests plus the discovery & fix of a bug in task time computation, resulting in savings of over $1.2 million a year.
- Migrate authorization service APIs to support Zanzibar IAM authorization
- Develop evaluation details page for third party vendors. Create a new Java service to sanitize API responses
- Perform backfill of rater employment records. Develop launch plan, write SQL queries to validate changes, and update admin portal to support setting, updating, and validating values
- Fix & improve team's latency dashboard by adding filter options & timeseries charts
- Migrate EWOQ user details page from GWT to Angular Dart

Sep 2019 - Jan 2020
Santa Monica, CA

Cornerstone OnDemand, Inc
Software Engineer
- Support in beta release of point-in-time headcount reporting

Nov 2018 – May 2019
Los Angeles, CA

Survios, Inc
Software Engineer
- Build Rise, a VR lobby, station management & customer reservation platform for location based arcades

Nov 2016 – Sep 2018
Seattle, WA

Amazon Web Services (AWS)
Software Development Engineer I
- Develop software for QuickSight, a new business intelligence (BI) product at AWS
- Design & implement new features including support for dashboard coownership & email notifications
- Contribute to enterprise & data excellence projects including AWS IoT Analytics data connector & CloudTrail operational auditing

EDUCATION

University of Michigan College of Engineering,
B.S.E. Computer Science
Graduation: April 2015

COMPUTER SKILLS

Front End Languages & Frameworks:
HTML, CSS, JavaScript, Angular, React, Vue.js, Dart, TypeScript, WebGL, Three.js
Back End Languages & Frameworks:
C++, Python, Django, Java, SQL, Document databases
Tools:
Git, Perforce, AWS, Unity3D, Colab, Jira, WordPress, Maya, Adobe Creative Suite
Other:
OOP, Design Patterns, Web Dev, Agile Dev, Game Dev, XR, 3D Graphics, Computer Vision, Digital Art

RECENT PROJECTS

Cubism.js *(bit.ly/2H7EwzL)*
- Publish JS library for creating full-screen, 3D scrolling websites, composed of cubes

Cryptocurrency Bot
- Run AWS Lambda function to compare cryptocurrency prices across exchanges & text profitable arbitrage opportunities

Illusion Generator *(bit.ly/2EWLem3)*
- Program python script to generate image morphing optical illusions in Maya by utilizing perspective & linear algebra

INVOLVEMENT

Hacker Fund (Sep 2015 – Present)
- Mentor & judge hackathons
- Organized & ran remote STEAM camp for Compton Unified School District students
- Received 2021 Volunteer of the Year award