

# 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](https://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](https://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