Sean Mitchell Goodrich
Software Engineer

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EXPERIENCE

Oct 2015 – Current
Manhattan Beach, CA

ClickTripz, LLC
Junior Software Engineer
- Write backend code on a server that is one of the top 5000 most trafficked sites in the world
- Develop agile project generator for front and back end teams using Pivotal Tracker api
- Manage deep link team by assigning, reviewing, working on, and answering questions for projects

Jul 2014 - Aug 2014
Culver City, CA

Woven Digital
Paid Intern – Ad Technology Assistant
- Create primary content management system (CMS) for digital publishing company
- Incorporate customized roles and phases to streamline company marketing campaigns
- Assist in designing and developing custom takeover webpages

May 2013 - Jun 2013
La Mirada, CA

HSA & Associates
Paid Intern – Structural Engineer
- Review shop drawings and perform calculations to verify structural plans comply with appropriate codes and policies

RECENT PROJECTS

Feb 2016 - Present
Los Angeles, CA

Illusion Generator
Software Engineer
- Program python script to create 3d printable objects in Maya out of 2d images
- Utilize persepctive and linear algebra to generate image morphing optical illusion as user moves around object

Mar 2015 - Apr 2015
Ann Arbor, MI

DrumCircle
Unity Developer
- Develop music-making application that implements virtual reality and natural hand gestures to improve conceptual model over current digital audio workstations
- Build mechanic for using Thalmic Myo to pick up and place one of six instruments in the scene onto beats

EDUCATION

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

RELEVANT COURSEWORK

- Data Structures and Algorithms
- Introduction to Databases
- User Interface Development
- Mobile App Dev for Entrepreneurs
- Computer Game Design
- Computer Vision

COMPUTER SKILLS

Operating systems:
Windows, Macintosh, Linux
Programming Languages:
C/C++, C#, HTML5, CSS, JavaScript, jQuery, JSON, WebGL, three.js, PHP, AJAX, MySQL, Matlab, Python, Qt, Fortran
Tools:
Unity, Github, Wordpress, Arduino, Pivotal Tracker, Microsoft Office, Adobe Creative Suite, MAMP, SimaPro, Tecplot
Other:
VR/AR, Object-Oriented Programming, Technical Communications, Agile Methodologies, Sustainable Design, Graphic Design

INVOLVEMENT

Hacker Fund (Oct 2015 – Present)
Lead Unity and web dev workshops for K-12 students at hackathons. Mentor college hackathons.

Freelance Web Dev (Jul 2012 – Dec 2013)
Design sites for small businesses and orgs

Divest and Invest (Sep 2012 – Aug 2013)
Cofound coalition of students, faculty, staff and alumni at UMICH dedicated to divestment of fossil fuel financial assets