

# Sean Mitchell Goodrich

## Software Engineer

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### EXPERIENCE

*Jan 2020 - Present*  
*Los Angeles, CA*

**Google**  
**Software Engineer III**

- Migrate EWOQ user details page from GWT to Angular Dart
- Fix & improve team's latency dashboard including the addition of filter options & timeseries charts
- Perform backfill to rater employment records. Develop launch plan, write SQL queries to validate changes, and update admin portal to support setting, updating, and validating values.
- Develop page to display EWOQ evaluations to third party vendors. Create a new Java service to sanitize API responses
- Migrate authorization service APIs to support Zanzibar IAM authorization .

*Sep 2019 - Jan 2020*  
*Santa Monica, CA*

**Cornerstone OnDemand, Inc**  
**Software Engineer**

- Add error handling, polling, & UI fixes in React & TypeScript to beta release of point-in-time headcount reporting
- Add event tracking via Amplitude Analytics to analyze user behavior

*Nov 2018 – May 2019*  
*Los Angeles, CA*

**Survios, Inc** ([bit.ly/2R5NIIP](http://bit.ly/2R5NIIP))  
**Software Engineer**

- Help build Rise, a VR lobby, station management & customer reservation platform for location based arcades
- Add pixel perfect UI per design mocks & create custom components using Vue.js
- Use Django to integrate automated emails, media uploads, coupons & Google Maps

*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
- Contribute to enterprise & data excellence projects including AWS IoT Analytics data connector & CloudTrail operational auditing
- Design & implement new features through all stages of software development such as support for dashboard coownership & email notifications

### 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, MySQL, Document databases

**Tools:**

Git, Perforce, AWS, Unity3D, Matlab, Jira, WordPress, Raspberry Pi, 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](http://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](http://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