

# 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, React, Angular, Vue.js, SolidJS, Dart, TypeScript, WebGL, Three.js

#### Back End Languages & Frameworks:

C++, Python, Django, Java, SQL, DynamoDB, GraphQL

#### 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