

Sean Mitchell Goodrich

Software Engineer

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EXPERIENCE

Jan 2020 - Present
Venice, CA

Google Software Engineer

- Migrate EWOQ user details page from GWT to Angular Dart
- Fix and improve team's latency dashboard including the addition of filter options & timeseries charts

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) 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

Oct 2015 – Oct 2016
Manhattan Beach, CA

ClickTripz, LLC Junior Software Engineer

- Write backend code on server for one of the top 5000 most trafficked sites in the world
- Manage deep link team
- Refactor click handler builder, modifying over 5000 lines of PHP
- Develop internal tools including agile task generator for front & back end teams

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)

- 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