



Sean Mitchell Goodrich

Software Engineer



Los Angeles, CA



smgoodrich.com



smgood



(818) 601-1080



sean@smgoodrich.com



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EXPERIENCE

Nov 2018 – May 2019
Los Angeles, CA

Survios, Inc Software Engineer

- Help build Rise, a VR lobby, station management & customer reservation platform for location based arcades
- Launch and support Rise at Survios, AT&T & Caesars Palace arcade locations
- 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

Jul 2014 – Aug 2014
Culver City, CA

Woven Digital Paid Intern

- Create internal content management system for digital publishing company

INVOLVEMENT

Sep 2015 – Present
Los Angeles, CA

Hacker Fund

- Mentor and judge hackathons
- Lead Unity, web dev & first time programming workshops for K-12 students
- Coordinate events with Girl Scouts of LA, Skurt, & Bixel Exchange

EDUCATION

University of Michigan College of Engineering,

B.S.E. Computer Science
Graduation: April 2015

RELEVANT COURSEWORK

- Data Structures & Algorithms
- Introduction to Databases
- User Interface Development
- Computer Game Design
- Computer Vision

COMPUTER SKILLS

Front End Languages & Frameworks:

HTML, CSS, JavaScript, React, Vue.js, jQuery, WebGL, three.js, Qt

Back End Languages & Frameworks:

C, C++, C#, Python, Django, Java, PHP, MySQL, NoSQL

Tools:

Git, Perforce, AWS, Unity3D, Matlab, Jira, Pivotal Tracker, Oculus Rift, Arduino, WordPress, Maya, Adobe Creative Suite

Other:

Web Development, 3D Graphics, XR, OOP, Design Patterns, Scrum, Kanban

RECENT PROJECTS

Cubism.js (bit.ly/2H7EwzL)

- Publish JS library for creating full-screen, 3D scrolling websites, composed entirely 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 create 3D objects in Maya out of 2D vector images
- Utilize perspective & linear algebra to generate image morphing optical illusions