



# Sean Mitchell Goodrich

## Software Engineer



Seattle, WA



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smgood



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### EXPERIENCE

Nov 2016 – Current  
Seattle, WA

#### **Amazon Web Services (AWS)** **Software Development Engineer I**

- Develop software for QuickSight, a new business intelligence (BI) product at AWS
- Work on Enterprise & Data Excellence team
- Contribute to features including AWS IoT Analytics data connector, operational auditing via CloudTrail, & coowner support

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
- Develop internal tools including agile task generator for front & back end teams
- Refactor click handler builder, modifying over 5000 lines of code

Jul 2014 - Aug 2014  
Culver City, CA

#### **Woven Digital** **Paid Intern**

- Create internal content management system for digital publishing company

### RECENT PROJECTS

March 2018- Present  
[bit.ly/2H7EwzL](http://bit.ly/2H7EwzL)

#### **Cubism.js**

- Publish open source javascript library for creating full-screen, 3D scrolling websites, composed entirely of cubes

July 2017 - Present

#### **Cryptocurrency Bot**

- Develop python script to compare cryptocurrency prices across exchanges & text profitable arbitrage opportunities

Apr 2016 - Present  
[bit.ly/2EWLem3](http://bit.ly/2EWLem3)

#### **Illusion Generator**

- Program python script to create 3D objects in Maya out of 2D vector images
- Utilize perspective & linear algebra to generate image morphing optical illusion

Mar 2015 - Apr 2015  
[bit.ly/2J6jcHn](http://bit.ly/2J6jcHn)

#### **DrumCircle**

- Design a music-making application in Unity that implements VR & natural hand gestures to drag and drop sick beats

### 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
- Mobile App Dev for Entrepreneurs
- Computer Game Design
- Computer Vision

### COMPUTER SKILLS

#### **Front End Languages & Libraries:**

HTML5, CSS, JavaScript, React, jQuery  
WebGL, three.js, Qt

#### **Back End Languages:**

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

#### **Tools:**

Git, AWS, Matlab, Unity3D, Oculus Rift, Vuforia, Thalmic Myo, Arduino, WordPress, Jira, Pivotal Tracker, Adobe Creative Suite, Microsoft Office, SimaPro

#### **Topics:**

Web Development, 3D Graphics, VR/AR, OOP, Design Patterns, Technical Communications, Agile Development

### INVOLVEMENT

#### **Hacker Fund (Sep 2015 – Present)**

- Mentor hackathons
- Lead Unity, web dev & first time programming workshops for K-12 students
- Coordinate events with organizations such as Girl Scouts of LA, Skurt, & Bixel Exchange during LA chapter presidency

#### **Divest and Invest (Sep 2012 – Aug 2013)**

- Cofound grass roots coalition of students, faculty, & alumni at UMICH dedicated to divestment of fossil fuel financial assets