Sean Mitchell Goodrich
Software Engineer

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EXPERIENCE

Jan 2020 - Present
Los Angeles, CA

Google
Software Engineer III
- Migrate workflow taskmaster queues to spanner queues
- 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 to 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
- 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
- Create custom UI 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, Rasberry 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 Lamda 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