TROY GOODIN

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Education

University of Illinois   *Urbana-Champaign, IL*
BS in Computer Science, May 2019   **GPA: 3.5/4.0**
Merit List, Fall 2015

Related Coursework
Web Programming, Data Structures, System Programming, Discrete Structures

Experience

State Farm   *Urbana-Champaign, IL*
IT/Systems Intern   **Summer 2017**
- Created an android app that drew the shortest path between any two selected rooms in any State Farm building
- Built an Outlook add-in that calculated the cost of a meeting based on attendees' salaries and provided the live cost during the meeting
- Designed a web-based VR tour of the State Farm RDC with WebVR

University of Illinois   *Urbana-Champaign, IL*
Course Assistant, CS 125   **Spring 2016**
- Helped programmers understand basic concepts in computing and fundamental techniques for solving computational problems

Kenton High School   *Kenton, Ohio*
Web Developer   **Fall 2014 - Spring 2015**
- Lead development and maintenance of High School Website by employing the Wordpress content management system

Projects & Activities

Golf Website   **Summer 2017 - Present**
- Creating a site that lets golfers compete with friends in different locations
- Developing the front-end using Angular

Cave Game   **Fall 2015**
- Part of an 8 member team on a Unity based, randomly generated game
- Lead development of the "overworld" and created the title screen

Robotics Team *(Co-Founder)*   **Fall 2014 - Spring 2015**
- Utilized VEX Robotics and ROBOTC to design and maintain competition ready robots for VEX sponsored events
- Placed 3rd in Sumo Bot Competition

Technical Skills

Languages: HTML/CSS, Javascript/jQuery, Angular, Bootstrap, Python, Java
Software: Atom, Eclipse, Unity, Photoshop CS6