TROY GOODIN

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Technical Skills

Languages: HTML/CSS, Java, C++, C, Javascript, Verilog, MIPS, Git, ROBOTC
Software: Atom, Eclipse, Unity, Photoshop CS6

Education

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

Related Coursework

Data Structures, System Programming, Computer Architecture, Discrete Structures

Experience

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
- Learned how to read and debug other programmers' code

Kenton High School   *Kenton, Ohio*
Co-Founder   **Fall 2013 - Spring 2015**
- Utilized VEX Robotics along with the cross-robotics-platform programming language, ROBOTC, to design and maintain competition ready robots for VEX events
- Placed 3rd in Sumo Bot Competition

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

Projects

Websites   **Spring 2015 - Winter 2016**
- Utilized PHP to manage a MYSQL database
- Made a website for my tennis team using HTML and CSS
- Created a jumping game using HTML and Javascript

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

Chess Application   **Winter 2016**
- Utilized an Integrated Development Environment to develop the application with the Processing programming language