

Troy Good

tgood13.github.io
+1 714-345-3405

github.com/tgood13
troygood13@gmail.com

EDUCATION

- **University of California, Irvine** Jun. 2022
 - *B.S. in Computer Science — Minor in Statistics — Specialization in Intelligent Systems* 3.8 GPA; Dean's List x5
 - **Relevant Coursework**
Data Structures and Algorithms, Intro to Artificial Intelligence, Software Engineering, Principles in System Design, Computer Organization, Linear Algebra, Probability and Statistics for CS, Statistical Methods for Data Analysis I-II

PROGRAMMING SKILLS

- **Languages:** Python, C++, C, Swift, R **Technologies/Tools:** Git, Unity, Xcode

EXPERIENCE

- **Libra** Open-Source Software
 - *Software Developer* Jul. 2020 - Sep. 2020
 - Libra is an open-source API designed to automate the machine learning process
 - Worked in the data team to manage and optimize the code for neural network models
 - Implemented a feature image graph for a convolutional neural network
- **CodePath** Irvine, CA
 - *iOS Developer* Mar. 2020 - Jun. 2020
 - Engaged in project-focused iOS development using Swift and Xcode
 - Created several fully-functioning applications including Instagram and Twitter clones
- **IST Management** Irvine, CA
 - *Service Specialist* Nov 2018 - Sep 2019
 - Provided customer support and mailroom services to several corporations
 - Consistently among the top employees and always received positive feedback from clients

PROJECTS

- **ChessAI (Python, Pygame)**
 - Developed a singleplayer chess game created from scratch
 - Implemented AI opponent using minimax algorithm along with alpha-beta pruning for increased speed
 - Utilized multi-threading so that display updates while AI determines move
 - Edited and published a tutorial video on YouTube with over 1,000 views
- **BlockRunnerAI (C#, Unity)**
 - Developed a 3D block dodging game in Unity
 - Trained an AI to play the game using Unity's Machine Learning Agents Toolkit
- **ChatUCI (Swift, Xcode)**
 - Developed an iOS app that allows UCI students to communicate with one another via course-specific chatrooms
 - Led an Agile Scrum team to complete the app in limited time by emphasizing incremental development
 - Handled user login and stored chatroom data using a Parse Server which utilized an underlying Mongo database
 - Pulled course data directly from the UCI website using web scraping and HTML parsing

ACTIVITIES/SOCIETIES

- **Artificial Intelligence at UCI**
 - *Lead Mentor* May 2020 - present
 - Manage a team of mentors to deliver high-quality workshops on projects related to AI
 - Organize regular meetings with mentors and club executives
- **Campuswide Honors Collegium**
 - *Member* Feb. 2020 - present
 - A highly selective academic program that comprises only 3% of UCI's undergraduate population
 - Enrolled in a rigorous academic curriculum taught by leading faculty