JOEL GOODRUM
SOFTWARE ENGINEER

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Software Engineering with web, app and game development experience.

Skills

PROGRAMMING LANGUAGES
JavaScript
Python
C
HTML
CSS
Java
SQL

FRAMEWORKS
Node.js
Vue.js
React.js
Bootstrap

OPERATING SYSTEMS
Linux
Mac OS
Windows

Education

Georgia State University B.S. Computer Science (expected)	Jan. 2020 to Dec. 2021
Georgia State University A.S. Computer Science	Jan. 2016 to Dec. 2019

Employment

CodeMettle — 6 Concourse Pkwy #2500, Atlanta, GA 30328
COOP Software Engineer — Jan. 2021 to May 2021, May 2020 to Aug. 2020, Aug. 2019 to Jan. 2020

COOP program that focuses on military network communications.

- Implemented UI features with Vue.js.
- Developed unit tests for front end functions.
- Developed UI end to end test with Nightwatch.js.
- Navigated virtual machines via SSH.
- Developed scripts to communicate with networking devices via SNMP.
- Stored source code in Gitlab.
- Merged branches and resolved merge conflicts.

Projects

ZeldaC — Apr. 2020 to May 2020

A 2D RPG that simulates a generic Zelda game from the Game Boy era. With a birds eye view of the character, one can explore a world filled with deadly enemies. Players must use their sword to survive.

• Developed game logic for 2D Zelda style game in C.
• Created game rendering functions with SDL library.
• Created updating functions to constantly monitor game variables.
• Designed player tracking system for enemies to follow.
• Managed sprites to animate character according to buttons being pressed.

PaperTech — June 2019 to July 2019

A social media platform focused around technology group chat rooms.

- Designed webpages with HTML, CSS & Bootstrap.
- Deployed website on Heroku server with Node.js.
- Stored data in a SQL database.
- Developed login authentication system.
- Implemented SSL certificate.

Awards

NASA , Kennedy Space Station · — June 2019
Certificate Of Achievement for the NASA Community College Aerospace Scholars of 2019

NASA's online course and on-sight experience program for college students.

• Developed rover concept and submitted a 10 page paper regarding how to build it.
• Achieved first place in lego rover rock scooping competition with my teammates.
• Developed locomotion software for lego EV3 rover.