ADDISON W. GOOLSBEE

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EDUCATION

Yale University, New Haven, CT   *Expected Graduation: May 2025*
Bachelor of Science in Computer Science | GPA 3.83
Coursework: Networked Systems, Embedded Systems, Systems Programming, Algorithms, Data Structures, Digital Systems, Object-Oriented Programming, Intelligent Robotics, Linear Algebra, Computer Architecture

TECHNICAL SKILLS

Proficient: Python, JavaScript/TypeScript, C/C++, Java, HTML/CSS, Unix, Linux, Bash scripting, Git, Docker, React/React Native/Redux, Graphic Design, Django, Firebase, REST APIs, SQL, ORMs, Agile, JIRA, Express.js, Stripe, Unity, Heroku, Postman, networks, TCP/IP, mobile development (iOS/Android), full stack development

Familiar: Assembly (x86), Swift, Racket (Lisp), Photoshop, CAD, Ancient Egyptian Hieroglyphs

WORK EXPERIENCE

Parsons Corporation (BlackHorse Solutions) *Software Engineering Intern*   *June 2023 – August 2023*
Cybersecurity & intelligence subsidiary of $6b defense and infrastructure engineering firm
- Developed a universal CLI generator for APIs using FastAPI, Typer, & Docker (10-wk project done in 2.5 wks)
- Created 150+ comprehensive unit & integration tests using Pytest & Robot Framework (using JIRA methods)
- Collaborated with a team of 3 to develop network, browser, and hardware cybersecurity tools and practices, and set up specialized security servers (controlled information)

Computer Architecture and Security Lab *Research Assistant to Professor Jakub Szefer*   *July 2022 – Present*
- Developed computer vision scripts to index visual parameters of video files and modify the videos to match desired specifications. Used methods to determine the video a user watches using only power consumption data

NorthStar Wearable Technology *Software Engineering Intern*   *June 2022 – August 2022*
University of Chicago: TMW Center-backed startup developing a wearable, natural language processing device to assist at-risk young children's cognitive development.
- Developed Cypress scripts to automate API endpoint testing via CRUD operations. Designed 300+ tests
- Performed thorough QA testing for both frontend and backed sides; found 80+ bugs/security flaws

Student Technology Collaborative *Student Tech*   *October 2022 – Present*
- Diagnosed and fixed hardware and software for Yale students

SELECTED PROJECTS AND EXTRACURRICULARS

Yale Butteries *(available on The App Store)*   *October 2021 – Present*
Frontend: React Native with TypeScript and Redux. Backend: PostgreSQL, Express.js, Prisma
- Lead the creation and development of the food ordering app for all 14 residential college butteries (snack shops)
- Prototype won first place at Yale Co-Create Hackathon 2021
- Implemented Stripe payments, CAS login, Docker, endpoints, deployment/hosting, and many other features
- Recruited and managed seven-person team to build out the app

Yale Computer Society *President*   *May 2023 – Present*
- Elected president of Yale's largest computer science organization (200+ members)
- Guided and oversaw the development of eight project teams such as coursetable.com
- Created YCS Catalyst pipeline program for inexperienced developers to join project teams
- Created the first sponsorship program and secured funding from companies like Bloomberg and Jane Street
- Remade the organization's website yalecomputersociety.org