

Kenneth Goins

Software Engineer

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Software Engineer with professional experience developing, designing and deploying custom full stack web applications and API server logic. Demonstrated success in crafting full web applications complete with robust CRUD admin sites. Skilled in designing, executing, and optimizing automated testing scripts, utilizing a diverse array of testing tools to elevate testing efficacy and fortify software quality. Eager to bring my wealth of expertise to a vibrant team dedicated to delivering top-tier software solutions.

SKILLS

Languages - JavaScript, HTML, CSS, Python, SQL, EJS, DTL | **Database** - PostgreSQL, MongoDB, MySQL

Libraries and Frameworks - React.js, Next.js, Express.js, Django | **Other** - RESTful APIs, Node.js, Git

Currently Learning - Rust, PyTorch, TensorFlow, ONNX, HuggingFace models

PROFESSIONAL EXPERIENCE

Full Stack Software Engineer (Freelance), She.Her | San Francisco, CA

March 2024

- Developed a full stack application leveraging the MERN stack (MongoDB, Express, React.js, Node.js) technologies with seamless CRUD (Create, Read, Update, Delete) functionality.
- The app seamlessly integrates RESTful API calls across multiple endpoints to streamline product synchronization between the client's POS system and their Ecommerce platform which decreased time spent importing products by 3 hours per week.
- Embraced a mobile-first design philosophy and meticulously styled the interface using a combination of Tailwind and CSS, employing flexbox layouts to ensure optimal responsiveness across devices while maintaining simplicity in code organization and design.

Audio Software Engineer, Apple, Inc. | Cupertino, CA

Feb 2023 - Sept 2023

- Developed and managed testing and data extraction scripts in python which was used during testing to collect data from multiple devices and catch between 1 to 5 regressions prior to releases.
- Developed and managed python scripts which utilized the Radar API Client to automate triaging of radars.
- Owned software components which required screening/triaging of 100-300+ bugs weekly.
- Developed and maintained python scripts and jupyter notebooks that analyzed and generated weekly reports that would detail trends and pain-points for multiple ongoing bugs.

Performance QA Engineer, Meta, Inc. | Burlingame, CA

Jan 2022 - Feb 2023

- Work closely with engineers to develop test plans that effectively vet new features before they are released to the public.
- Updated python scripts that execute tests and gather required performance data from OS software and application software.
- Analyze performance data and create bug reports effectively so that the proper channels and personnel are notified quickly.

Senior Mechanical/Plumbing Design Engineer, Exp US Services Inc. | San Francisco, CA

Dec 2014 - June 2020

- Designed an entire ground-up plumbing system for the client's Food Service facility.
- Reduced hydrocarbon emissions and refrigeration use by over 50% by designing a chilled water campus loop. This centralized refrigeration to be used at one location, which allows chilled water to cool the rest of the buildings throughout the campus.

EDUCATION

GENERAL ASSEMBLY | REMOTE

Software Engineering Immersive

December 2023 - March 2024

Full-stack software engineering immersive student in an intensive, 24-week, 450+ hour program focused on product development fundamentals, object-oriented programming, MVC frameworks, data modeling, and team collaboration strategies. Developed a portfolio of individual and group projects.

CALIFORNIA STATE UNIVERSITY | SACRAMENTO, CA

Bachelor of Science in Mechanical Engineering

May 2013