Cody **Hasty**

Github | LinkedIn | Portfolio

San Francisco, CA | CodyRHasty@gmail.com | (757) 650-5676

Skills

Typescript, React, NextJS, Express, NodeJS, Bootstrap, Git, Github Actions, Agile Methodology

Experience

Instrumentl — *San Francisco, CA*

Software Engineer — *April 2023 - Present*

- Revamped outdated website pages to improve user experience and increase conversion rates
- Conducted A/B tests to determine the most effective user interface for new and existing features
- Expanded the company's grant information ingestion pipeline to include more data sources

SiriusXM / Pandora — *Oakland, CA*

Software Engineer — *November 2021 - March 2023*

- Migrated company's CI/CD pipeline from Jenkins to Github Actions with "living documentation" auto-deployed to Github Pages
- Enacted an alternative CRUD interface for a command-line tool used by multiple teams
- Supported the release process by running automated tests on mobile and web platforms followed by signing off with manual testers

Apprentice Software Engineer — *April 2021 - November 2021*

- Integrated a Java to Typescript React app plugin to display a custom Android SDUI layout inspector
- Evaluated multiple blockers preventing Espresso from returning accurate data within a Jenkins CI/CD pipeline
- Ensured new steps to track analytics and outages impacting media playback

Volley Inc. — *San Francisco, CA*

Quality Assurance Engineer — *October 2019 – December 2019*

- Analyzed data collected through AWS Lambda, Amplitude, and Amazon Cloudwatch logs for consistencies between bugs
- Refined an Airtable database containing thousands of songs by removing duplicates and updating incorrect metadata
- Enforced a high standard of quality by catching over a dozen code-breaking bugs during product testing

MYMIC Simulations — *Portsmouth, VA*

Software Engineer — *March 2019 – September 2019*

- Developed two cross-platform augmented reality apps using Unity and Vuforia in partnership with the US Air Force
- Constructed 3D models of heavy equipment and animated them in Blender for visual tutorials of repair and maintenance
- Collaborated with a team to attend conferences, deliver demos, and provide updates to the NSF

Web Services Administrator — *August 2018 – September 2019*

- Maintained the company's SQL databases for their iOS and Android apps, containing daily activity for over 90 companies
- Designed and implemented scannable barcodes through augmented reality for use with mobile apps for ease of use
- Resolved user requests for new features in the company's online OSHA training programs

Intern — *June 2018 – August 2018*

- Completed major updates to the HTML and CSS content of all company websites
- Cataloged company websites based on domain name, hosting services, and content management system
- Documented all company OSHA training videos with url, host platform, and duration in extensive Excel spreadsheets

Old Domion University Department of Computer Science — *Norfolk, VA*

Undergraduate Bioinformatics Student Researcher — *June 2017 – July 2018*

- Published and presented findings of MRC bezier curve fitting using seven different algorithms of weighting inner-protein angles
- Leveraged Python scripts in UCSF Chimera to demonstrate lateral and longitudinal discrepancies from protein analysis
- Extended the Common Bioinformatics Library repository for PDB and MRC manipulation in C++

Education

App Academy — *San Francisco, CA*

Curriculum of Study in Web Development (Ruby on Rails and JavaScript) — *February 2020 - May 2020*

- Rigorous 1000+ hour software development course with a <3% acceptance rate which encompasses full-stack development: Ruby On Rails, SQL, Javascript, React, TDD, algorithms, design patterns, and programming best practices.

Old Dominion University — *Norfolk, VA*

93 Credit Hours in Computer Engineering / Modeling and Simulation Engineering — *August 2015 - May 2019*

- Included courses: CS250 (Problem Solving and Programming), CS252 (Intro to Unix), CS361 (Advanced Data Structures and Algorithms), CS330 (Object Oriented Programming and Design), CS495 (Machine Learning for Pattern Recognition within Molecular Imaging), MSIM205 (Discrete Event Simulation), and MSIM320 (Continuous Simulation).