

Cody Sims

(423) 371-2827 | codysim190@gmail.com
[linkedin.com/in/codymsims](https://www.linkedin.com/in/codymsims)
cody-sims.com

EDUCATION

Brown University
Bachelor of Science in Computer Science

GPA: 3.7 / 4.0
2020 - 2024

WORK EXPERIENCE

Microsoft

Software Engineer Intern

Seattle, Washington

- Redesigned deployments page leading to a 10% reduction in time to create a deployment
- Introduced a help panel allowing quick access to crucial resources and terms
- Drove new UX patterns for an internal platform

Cisco Systems

Cloud Networking Intern

Remote

May 2022 - August 2022

- Utilized Grafana to aggregate server data and create panels for a cost metrics dashboard
- Designed and developed Rest APIs that stores, retrieves, and deletes images from MongoDB

Brown University

Software Engineering Teaching Assistant

Providence, Rhode Island

December 2021 - May 2022, January 2024 - May 2024

- Acted as a mentor for 15+ different groups of students ensuring they are meeting deliverables
- Hosted debugging sessions for 10+ students each week.
- Developed class materials for a class of 150+ students.

PROJECTS

Molecular Variational Autoencoder (Python, Tensorflow, Numpy):

- Implemented a Tensorflow version of the Molecular VAE paper.
- Utilizes a set of 250,000 molecular graphs from the ZINC database to train a deep learning variational autoencoder that automates molecular design to speed up drug development.

Vunmo (C, C++):

- Developed a small scale multithreaded backend server capable of receiving and transferring imaginary funds similar to Venmo

Rhode Island Maps (Java, JavaScript, React.js, SQL):

- Connected a frontend and backend server to create a web application similar to Google Maps for Rhode Island that is capable of pathfinding by utilizing a SQL database of over 1 million roads.

Pokemon (Java):

- A passion project of mine where I recreated the battle system of my favorite childhood game
- Used an object oriented design approach to integrate several datasets to recreate a popular video game's battle system with 16 Pokemon types, over 700 different moves, and 151 unique Pokemon.

SKILLS

Languages: Javascript, Java, C, C++, Go, Python, SQL

Libraries: React.js, Tensorflow, numpy

Technologies: MongoDB, Prometheus, Grafana