

# CODY DO

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## EDUCATION

### University of California, Los Angeles — UCLA

B.S. Computer Science | GPA: 3.77

- Completed Coursework: Object-Oriented Programming, Software Construction & Version Control, Operating Systems, Database Systems, Algorithms and Complexity, Machine Learning, Digital Logic Design, Computer Networks, Software Engineering
  - Activities & Extracurriculars: Internal Vice President and Software Developer @ **LA Blueprint**, Public Relations Officer and Project Lead @ **UCLA Campus Events Commission**, Projects Member @ **Theta Tau Professional Fraternity**
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## SKILLS

- Programming Languages: Python, C++, C, JavaScript, Java, TypeScript, HTML/CSS, LISP, SQL
  - Technologies and Programs: React, React Native, Node.js, Firebase/Firestore, Git, Spring MVC, Docker, Figma, MongoDB
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## EXPERIENCE

### Amazon — Software Engineer Intern

JUN 2022 - SEPT 2022 | Java/JavaScript

- Developed and integrated search into a client-facing website using the Spring MVC Framework, OpenSearch, and DynamoDB
- Expanded existing search capabilities to ensure user permissions were checked prior to using search and increased the number of searchable categories
- Implemented additional endpoints to the application's REST API for a user redirection flow that is based on the user's locale

### UCLA Student Media DevOps — Full Stack Web Developer/Student Lead

JAN 2022 - JUN 2023 | JavaScript, React, HTML/CSS

- Built a new UCLA Student Media Website across the stack, using MongoDB, ExpressJS, ReactJS, and NodeJS
- Implemented prototyped front-end designs using CSS and employed backend APIs to send and store user input in the database
- Developed user authentication workflow to produce access levels for an inventory site with React and Firebase

### Harmony Project — Full Stack Developer

SEP 2019 - JUN 2021 | JavaScript, React Native | <https://github.com/labblueprint/harmony-project>

- Partnered with Harmony Project to produce a cross-platform mobile application on **iOS** and **Android** that connects children in underserved communities with music instructors
- Developed client and server-side authentication, allowing components to send data to Firestore servers via API calls
- Implemented pagination and reduced overhead by using hooks and optimizing document queries through batching

### UCLA IT Services

JUL 2021 - OCT 2022

- Worked alongside student workers and career staff to manage and remediate vulnerabilities among UCLA networked devices
  - Utilized Qualys, BigFix, and Bomgar to apply appropriate patches and updates on devices flagged with security issues
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## PROJECTS

### Goobar Eats — Full Stack Development | C++ | Github

- Developed a program using real-world map data that simulated the successful creation and delivery of an online order
- Implemented the A\* traversal algorithm and hashmap data structure to create turn-by-turn directions to the destination

### Genomic Comparator — Algorithm | Python, Jupyter Notebook | Github

- Developed an algorithm that takes in known and unknown chromosomal FASTA data and outputs statistical information
- Utilized hashing alongside Pandas and Bio.SeqIO to pull and store data from FASTA files, producing tables for efficient data management and reducing the brute-force approach of 24+ hours to roughly 3 minutes

### Doodle Jump — Web Development | JavaScript | Github

- Developed a web recreation of the classic Doodle Jump game with both original and alternative assets created on Procreate
- Built with the p5.js library, allowing the use of HTML5 elements while simultaneously rendering assets at a smooth rate