

CODY DO

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www.github.com/CodyDo | www.linkedin.com/in/cody-do
https://codydo.github.io/

EDUCATION

University of California, Los Angeles — UCLA

B.S. Computer Science | GPA: 3.80 Expected Class of 2023

- Completed Coursework: Object-Oriented Programming, Software Construction & Version Control, Operating System Principles, Database Systems, Algorithms and Complexity
 - In Progress: Intro to Machine Learning, Digital Logic Design
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EXPERIENCE

UCLA Student Media DevOps — Web Development (JavaScript/React)

JAN 2022 - PRESENT

- Developing a new UCLA Student Media Website utilizing MongoDB, ExpressJS, ReactJS, and NodeJS, as the tech stack
- Implementing prototyped designs using CSS and employing appropriate backend APIs to send and store user input in the database

Harmony Project — Software Developer (JavaScript/React Native)

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

- Partnered with Harmony Project to produce a cross-platform application on iOS and Android that connects children in underserved communities with music instructors
- Developed a component in React Native that sends data to Firestore servers through various API calls and both client and server-side authentication
- Implemented pagination and reduced overhead by using hooks and optimizing document queries through batching

Goober Eats — Object-Oriented Executable (C++)

MAR 2020 | <https://github.com/CodyDo/CS-32/tree/master/Project%204>

- 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 produce efficient turn-by-turn directions to the appropriate destination

UCLA IT Services

JUL 2021 - PRESENT

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

LA Blueprint — Internal Vice President and Software Developer

UCLA Campus Events Commission — Public Relations Officer & Project Lead

Theta Tau — Professional Engineering Fraternity, Projects Member

SKILLS

Programming Languages: Python, C++, C, JavaScript, Java, HTML/CSS

Technologies and Programs: React, React Native, Node.js, Firebase/Firestore, Git, Photoshop, Illustrator