

CODY DO

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www.github.com/CodyDo

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EDUCATION

University of California, Los Angeles — *UCLA*

B.S. Computer Science | GPA: 3.96 Expected Class of 2023

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

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 in 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

Kontagion — *Object-Oriented Game (C++)*

FEB 2020 - MAR 2020 | <https://github.com/CodyDo/CS-32/tree/master/Project%203>

- Developed a program where the player moves around a circular dish, gaining points by attacking and avoiding various creatures
- Classified various objects and characters through the use of polymorphism and inheritance to reduce overall code bloat

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

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