

Cody Kochmann

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Description

Open source software engineer and researcher with a primary focus in artificial intelligence and machine learning.

Background

- **Software Engineering:** Developing software for the open source community in attempt to demonstrate how to build well designed and long lasting code as well as building microservices to solve various engineering issues.
- **Database Management:** I work with a multitude of databases on a daily basis both NoSQL and SQL based in order to maintain services and provide more secure and locked down designs.
- **Networking:** building clustered systems connected over handmade DNS, OpenVPN and SSH systems.
- **System Administration:** primarily building self-contained systems and automated cluster nodes for various web services hosted by myself.
- **Security:** Auditing/Refactoring old code to make it more secure and building automated penetration testing tools.

Skills

- **Programming Languages:** Python, Rust, Shell/Bash, Swift, R, Mathematica, Java, C, C++, PHP, SQL, Go, Regex, Ruby, Rails, Lisp, Cython, LiveScript, CoffeeScript, JavaScript, AJAX, jQuery, Angular, Node.js, Objective-C, HTML5, CSS3, HDL, Arduino
- **Databases:** SQLite, PostgreSQL, CouchDB, MySQL, MongoDB
- **Servers:** nginx, flask, CherryPy, Django, apache, OpenVPN, OpenSSH, isc-dhcp-server
- **Operating Systems:** Debian, Ubuntu, CentOS, Mac, Raspbian, Kali, Arch, Windows
- **Engineering/Software Methodologies:** Agile Development, REST Development, Self-Contained Systems, Sand-boxing, Clustering, Load Balancing, Differential Privacy, ACID Compliance
- **Software Platforms/Tools:** Git, GitHub, PyCharm, Sublime Text, Vim, Eclipse, Swift Playgrounds, Linter pip, npm, brew

Experience

Contract App Developer/Software Engineer

self employed :: August 2012 - Present

- Developed private mobile applications for multiple companies.
- Introduced better security practices into their systems.
- Re-implement scalable solutions to initial builds with OOP minded approaches.

Back-End Software Engineer

Angel Publishing :: January 2016 - April 2016

- Refactoring outdated PHP code with updated and more secure OOP based code.
- Building tracking methods to collect analytics to get better user insight.
- Finding optimizations in their system to use less resources.
- Periodic front-end tuning for a snappier interface.

Open Source Development

github.com/CodyKochmann :: Present

- Developed a regenerative server cluster system for adaptive security management
- Contribute to developing projects such as Wakatime for Chrome
- Sharing solid cross-language snippets that make standard tasks uniform
- Developed an experimental CSS3 based 3D Game Engine
- Developing tools to amplify core modules for a multitude of programming languages

Education

- Chandler Gilbert Community College :: 2012 - 2014
- Self study (MIT, Harvard, and UC Berkley open-courseware) :: 2013 - Present
- University of the People :: 2014 - Present

References

Name	Relation	Contact Information
Adam Franco	Engineering Classmate	https://www.linkedin.com/in/adam-franco-769266102
Kyle Renfrow	CTO at Angel Publishing	877-303-4529 or kyle.renfrow@angelpub.com
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