

KODY JAMES

Lexington, KY | *Contact info available on request* | [Portfolio](#) | [GitHub](#)

Entry-level software developer with hands-on experience in scripting, automation, and AI/ML models. Self-taught programmer with a proven track record of building real-world tools, reverse engineering game memory, and developing custom interfaces. Eager to contribute to a dynamic engineering team while continuing to grow technically.

TECHNICAL SKILLS

Languages: Python, JavaScript, Lua, AutoHotkey v2

Frameworks & Tools: PyTorch, React, Vite, Tailwind CSS, Git, HTML/CSS, Photoshop

Other: AI/ML (project-based), memory reading, GUI, reverse engineering, scripting, web development

CORE COMPETENCIES

Analytical Thinking • Rapid Learner • Self-Motivated • Detail-Oriented • Customer Service

PROFESSIONAL EXPERIENCE

SHIPPING LOCKER – Nicholasville, KY

2022 - 2025

Store Manager

- Sole employee managing daily operations, customer service, and shipping logistics.
- Packaged and shipped fragile, high-value items globally.
- Operated commercial printers, scanners, and finishing equipment for print jobs.
- Designed and assembled custom canvas wraps for individuals and local businesses.
- Performed certified notary duties, including ID verification and signature witnessing.

SKY ZONE – Lexington, KY

2014 - 2021

Team Member / Trainer

- Provided front-line customer service, handled event scheduling and POS transactions.
- Trained new employees on job duties and operation of the POS system.
- Guided managers on the POS system's management interface for inventory and reporting.
- Performed store closing procedures, including cash reconciliation and equipment checks.
- Designed marketing flyers and event materials using basic graphic design tools.

PROJECTS

Portfolio Website – (React, Tailwind CSS, Vite, GitHub Pages) – [GitHub Repository](#) – [Website](#)

- Designed and developed a fully responsive portfolio website to showcase personal projects and skills.
- Built with React and Vite, styled using Tailwind CSS and enhanced using utility plugins.

Multi-Model AI Text Generator – (Python, PyTorch) – [GitHub Repository](#)

- Modular character-level language modeling framework (LSTM & Bigram). Flexible input handling, multi-model support, and cleaner project organization. Includes a training pipeline and sampling tools.

Elden Ring Death Counter – (AutoHotkey v2) – [GitHub Repository](#) – [Automated Release](#)

- Real-time GUI overlay that reads in-game memory to track and display death counts per character.

Bigram Language Model – (*Python, PyTorch*) – [GitHub Repository](#)

- Early character-level AI model that predicts next letters based on a training corpus. Built from scratch using tensor operations and a custom training loop. Prototype for the multi-model version.

Final Fantasy XI Synthesis Tracker – (*Lua*) – [GitHub Repository](#)

- Windower addon that logs crafting attempts, calculates profits, and exports statistics.

Ant Swarm – (*JavaScript, HTML/CSS, GitHub Pages*) – [GitHub Repository](#) – [Website](#)

- Text-based incremental game involving resource management and scaling colony size.

EDUCATION

High School Diploma – Lafayette High School (Lexington, KY)

Pursued coursework toward Bachelor's Degree

CERTIFICATIONS

Notary Public, State of Kentucky, valid until May 9, 2026