

Cody Falzone

B.S. Computer Engineering

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Skills

Languages & Libraries

MATLAB, C++ (STL, Easy Logger, Lemon), Python (NumPy, Flask, Alchemy, Requests, PostgreSQL, Selenium, BeautifulSoup, Socket), Java

Software Development

Git, Github, Travis Continuous Integration, Scrum, Machine Learning, AI, Networking, OOD, Agile, Client-Server Architecture, RTOS, Embedded Systems, Data Mining

Experience

University of California Riverside / Research Assistant

OCTOBER 2016 - PRESENT, RIVERSIDE, CA

Developed a post processing system for microfluidics CAD designs using the seam carving technique from image processing and other techniques from graph theory. This project was implemented in C++ using Lemon and STL libraries and a suite of tests to ensure continued functionality of the sub-system.

Education

University of California, Riverside / B.S. Computer Engineering

JUNE 2015 - JUNE 2018, GPA: 3.23

Victor Valley College, Victorville / A.S. Math/Science

JUNE 2010 - JUNE 2015, GPA: 3.046

Projects

Networked Hangman

Developed a networked hangman application in python using a client server architecture. This involved the socket and thread libraries for concurrent client connections and communication via sockets.

Python Web Automation

Developed a script using Selenium and BeautifulSoup to automate the process of reserving library rooms, integrated with Google Calendar API to track reservations.

Café Application

Developed an Android Application for a Online Café developed in Android Studio using PostgreSQL database. Patron functionality included product search, creating/placing orders. Employee and Admin accounts were granted additional functionality. Database indexing was used to optimize SQL queries.