Cody Hankins

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Education

STANFORD UNIVERSITY
B.S. IN COMPUTER SCIENCE
Specializing in Information/NLP
expected June 2019

Skills

C (fluent) • C++, Python, HTML5, CSS, Javascript (experienced) • Java, SQL (familiar)

Relevant Coursework

Principles of Computer Systems
Computer Organization & Systems
Database Methodology
Probability for Computer Scientists
Colloquium on Computer Systems

Other Roles

Ski Dock Instructor

Stanford Sierra Camp

June 2017 - September 2017

- taught alumni at Stanford Sierra Camp how to waterski and wakeboard
- maintained and operated the speedboats
- part of a team which generated more than $20K in gross profit per month

Find me on my personal site, LinkedIn, GitHub, HackerNews, or Product Hunt:
@chankins / @chankinsoft

Objective

- seeking summer 2018 software development internship

Work Experience

Stanford | *Resident Computing Consultant*
September 2017-June 2018 in Stanford, CA

- currently teaching CS1C to 26 undergraduates, a course focused on developing tech and basic programming literacy
- focusing on network administration and upkeep of Stanford's internet database system

KPIT India | *International Software Intern*
July - Aug 2016 in Pune, India

- created an interactive d3.js backed webapp in Javascript to visualize a Neo4j graph database containing ~50K nodes, now used in Chrysler's R&D division to manage enterprise hardware testing data
- implemented a ~1K line data-parsing script in Python + Trifacta to transform ~200K data points into a uniform, useable format to eventually become Neo4j nodes

@chankinsoft | *Freelance Web Developer*
February 2016 - Present in Stanford, CA

- do contracting work extending sites for native mobile support, with codebases of ~10K+ lines
- some I've worked on: rcgia.com, tbexcon.com

Class Projects

Heap Allocator

- created an alternative implementation of the memory manager in C using an implicit sorted linked list
- raised performance to 91% of stdlib version with respect to throughput and memory utilization

Standard Shell

- implemented a fully-functioning shell in C, with support for multiprocess piping, back/foreground jobs, and a variety of standard shell operations

Proxy Server

- wrote a web server in C++ that supports HTTP request forwarding, chaining, blacklisting, and encryption
- multithreaded to efficiently process loads of dozens of requests a second