Cody Hankins

951-805-7301 | codyhankins.com | chankins@stanford.edu

Education

STANFORD UNIVERSITY
B.S. IN COMPUTER SCIENCE
3.75 GPA | expected June 2019

Skills

C (fluent) • C++, HTML5, CSS, Javascript (experienced) • Java, Python, Cypher (exposure)

Relevant Coursework

Principles of Computer Systems
Computer Organization & Systems
Math Foundations for Computing
Probability for Computer Scientists
Colloquium on Computer Systems
Programming Abstractions
Programming Methodology

Upcoming Roles:

Resident Computing Consultant
- teach a class on computer literacy
- provide support and advice to first-years navigating Stanford's computing network
- provide general support as a member of Cedro dorm staff

Ski Dock Instructor, SSC 2017
- teach guests of Stanford Sierra Camp how to ski and wakeboard
- maintain and operate the speedboats safely
- serve in a lifeguard role

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

Experience

KPIT Technologies | *International Software Development Intern* | July 2016 - 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
- develop websites using a variety of frameworks requested by the organization: HTML5up, Wix, Magixjs
- do contracting work extending sites for native mobile support, with codebases of ~10K+ lines
- some I've worked on: **rcgia.com**, **tbexcon.com**

Projects

Heap Allocator
- created an alternative implementation of the memory manager in C using an implicit sorted linked list
- doubled initial efficiency by adding constant-time coalescing, tuning complier optimization, and making the free list insertion run in amortized constant time
- 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

RSS News Aggregator
- *created* a web crawler that aggregates RSS feeds from hundreds of sites and indexes each by keyword in a map
- implementing multithreading caused 20x speedup

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

Activities

Stanford Outdoor House | CS Manager | 2016 - 2017
- Manage a founding budget of $1.5K for complete renovations of common grounds and halls
- crowdsourced and implemented landscaping improvements, built most by hand
- transformed house branding through a standardized banner/crest, raised hundreds in capital for future work