

Codie M. Cottrell

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Hi! I'm a Spring 2020 graduate of UVM with a Masters in Computer Science. Since then I've been busy; building an off-grid tiny house in Maine, websites, and a text-based RPG in C++. As I transition to the workplace, I'm excited to bring my eagerness to create, drive to learn, and creative spirit to my first SWE role.

Education

M.S. in Computer Science | University of Vermont

Grad. May 2020 | College of Engineering and Mathematical Sciences | Burlington, VT

GPA: 3.24 / 4.0

- **Noteworthy Term Projects:**

- Pythonic implementation of Differential Privacy with gaussian mechanics on large (1M+) data sets.
- Secure Interpreter and Type Checker via Haskell
- cross-platform Java implementation of the game Trouble. **github:** <https://github.com/code-c/CS205-final>
- Python app for teaching sign language using a LEAP motion device, HCI design techniques and the machine learning algorithm, KNN. **github:** <https://github.com/code-c/CS228>

B.S. in Physics | Minors in Mathematics and Philosophy | University of Vermont

Grad. May 2018 | College of Arts and Sciences | Burlington, VT

GPA: 3.34 / 4.0

- **Noteworthy Term Projects:**

- Research on the aerodynamics of variable geometries for bicycles using python scripting.
- Worked as lab assistant on an organic solar cell research project.
- VPN storage unit using the raspberry-pi platform and basic javaScript, HTML and CSS.
- Developed the game Set using java and JavaFX.

Experience

Graduate Teaching Assistant | University Of Vermont

Jan 2019 – Dec 2019

- **Subjects:** Programming for Engineers, Computer Organization and Computability and Complexity
- **Responsibilities:** team direction, technical issue resolution, code reviews and pair programming with students in Python Matlab, and Linux environments.
- Noticed improvements in students engagement with the TAs after implementing new meeting locations (coffee shops/beach) and shifting my availability
- Noticed increases to the class grade average after forming post-class discussion groups.

Lead Student Tech | UVM TechTeam

Feb 2016 – Nov 2018 | Burlington, VT

- Lead other student techs in technical leadership and a supervisory role.
- Wrote technical guides and improved communication techniques with clients which lead to faster diagnostics
- Built upon the directory of FAQ guides for MacOS and iPhone issues on our webpage, decreasing the volume of quick fix issues and shortening call times.

Recent Projects

FernQuest September 2020 - present

Github repo: <https://github.com/code-c/FernQuest>

Personal Webpage August 2020 – present

Github repo:

<https://github.com/code-c/code-c.github.io>

Trouble Oct 2019 – Dec 2019

Github repo: <https://github.com/code-c/CS205-final>

Learn ASL App Sept 2019 – Dec 2019

Github repo: <https://github.com/code-c/CS228>