# C/J Cody Jones

## **OBJECTIVE**

Develop software that connects people to new opportunities and brings the world closer.



ADDRESS 7630 Wood Hollow Dr Austin, TX, 78731



**PHONE** 2 81-761-1373



 $\begin{array}{c} \mathbf{EMAIL} \\ \mathbf{cody} \, \mathbf{murphyjones@gmail.com} \end{array}$ 



**WEBSITE** codymurphyjones.dev



https://github.com/codymur phyjones

#### **EXPERIENCE**

08/2017-Current

Technical Consultant • PowerSchool • Austin, TX

- Scope Implementations and Integrations Requirements
- Develop Solutions built to match client internal processes
- Work with engineering team on checking new releases and debugging integrations
  - Build client web portals and customize with branding and content

07/2014-Dates From

Compass Learning • Application Support Specialist • Austin, TX

- Review, Debug, and Test client enterprise solutions and cloud solutions
  - Develop reports, fixes, and research db issues using SQL
- Debug environment down to client side code to find and resolve customer issues

08-2013-03/2014

Software Developer • Velocity Meetings & Conventions • Austin, TX

- Develop server code in C# for online registration systems
- Built in-house mobile app for lead retrieval with DevExpress
- Work with senior developer to resolve bugs in client, server, and database.

#### **PROJECTS**

#### **NativeCore**

**Technology:** Next.js, React-Native, React, React-Native Web, Expo **Objective:** 

Design a project framework that can be compiled with out of the box support for web, iOS, or Android app.

#### **NodeAPIServer**

Technology: Node, Express Objective:

Get a better understanding of Node.JS modules via building an Express Server API that passes Requests further down the tech stack to be managed by a different module.

### compile-schema

Technology: Node.js, Apollo-GraphQL

**Objective:** 

Develop a node module to assist in managing a graphQL schema. A module that helps extract the openGL data schema aspect of building an openGL server into its own location, a schema folder.