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Cody Doan

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Carlsbad, CA

EDUCATION

University of California, San Diego, La Jolla, California   **B.S. Computer Science GPA: 3.90**

2015 – 2019

Courses:
- Software Engineering
- A.I. Stats Approach
- Design & Analysis of Algorithms
- Networked Services
- Advanced Data Structures
- Computer Security

EXPERIENCE

Viasat, Carlsbad, CA   June 2018 – Sept 2018
Software Engineering Intern (Secure Network Systems)
- ❖ Applied machine learning models to detect anomalous and potentially malicious network behavior from IoT devices.
- ❖ Created adaptive NetFlow based profile in order to determine connectivity and interaction of devices on network.
- ❖ Created dashboard to showcase detection of anomalies among devices through alerts.
- ❖ Packaged web application and network monitoring system into rpm for ease of deployment.

Skills: Python, Bash, JavaScript, HTML/CSS, PostgreSQL, Django, Wireshark, Networks, Security

The Design Lab, UCSD   May 2017 – Sept 2017
Research Assistant
- ❖ Developer for a platform that gives users the ability to ask questions about their health/lifestyle and to receive feedback from gut microbiome experts and educational videos. (https://gutinstinct-prod.ucsd.edu/info/)
- ❖ Reduced client rendering times by over 50% by integrating event driven, dynamic rendering of card modules.
- ❖ Created python scripts to extract user and site metrics into Excel sheets, saving time for analysts.
- ❖ Encouraged user retention by creating scripts to send personalized emails to over 500 users on a weekly basis.
- ❖ Facilitated experiment among users with 4 experimental conditions in order to study how different combinations of training and learning affect question asking.

Skills: Python, JavaScript, HTML/CSS, Meteor, MongoDB, Human Computer Interaction

PROJECTS

Interactive UCSD Podcast Site   Nov 2016 – Jan 2017
Web application that gives students searchable access to on-screen text and audio from UCSD podcasts. Offered 69 courses to over 380 users. (https://github.com/prithvin/cse110projectocr) (team of 10)
- ❖ Uses the Tesseract OCR engine to parse text from podcast videos.
- ❖ Developed a clean user interface for site's onboarding, course selection, and podcasting pages.
- ❖ Developed course favorites feature and logic for autocomplete of user queries with relevant keywords from course.
- ❖ Utilized Require.js to handle dependencies, modularize script loading, and improve performance.

Skills: Python, JavaScript, HTML/CSS, MongoDB, Node.js

2048 Board Game   Nov 2015
Course JavaFX/Java GUI application recreating the famous sliding tile game by Gabriele Cirulli.
- ❖ Developed GUI and algorithm for game board using representative integer matrices.
- ❖ Board is scalable to multiple sizes and saved to disk in file.

SKILLS

Languages: Python, C++, C, Java, JavaScript, HTML/CSS, Assembly
Tools: Git, Jupyter, Node.js, Meteor, MongoDB, PostgreSQL, Vi, Wireshark