

# Cody Pham

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## Education:

**October 2014 - Present:** University of California, San Diego (Projected Graduation: 2018)

**Major:** Bachelor of Science, Computer Science

**Completed Relevant Coursework:** Object-Oriented Programming, Software Tools and Techniques Laboratory, Assembly Programming and Computer Organization, Discrete Mathematics in Algorithms and Computer Systems

**Relevant Coursework in Progress:** Advanced Data Structures, Components and Design Techniques for Digital Systems

**Languages:** C/C++, Java, ARM Assembly, HTML

**Tools:** GDB, Git, Valgrind, Vi/Vim, Linux/Unix

## Work Experience:

- UC San Diego Computer Science and Engineering January 2016 - Present
  - Official school tutor for CSE 8B, Object-Oriented Programming / Java II
  - Write and test solution code for Java programming assignments and plan test scripts
  - Host lab hours to assist students with bugs and logical errors in programming assignments
  - Familiarize students with programming development tools such as Vim

## Projects:

- C and ARM Sorted ArrayLists October 2015
  - Implemented Java sorted ArrayLists in C and ARM assembly language
  - Used ARM assembly for low level memory and register management
- 2048 App Rebuild March 2014
  - Rebuilt the game 2048 from its original language of JavaScript into Java
  - Designed a GUI using the JavaFX interface
- codypham.com Present
  - Actively developing a personal website in HTML and CSS, an ongoing project

## Volunteering:

- UC San Diego Health System June 2012 – October 2013
  - Assisted nurses and medical staff in intensive care units and administrative tasks
  - Responsible for handling and transport of patient samples in laboratories