Cody Pham

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Education:

Major: Bachelor of Science, Computer Science
2014 - Present: University of California, San Diego (Projected Graduation: 2018)

Skills:

Languages: Java, C#, C/C++, HTML/CSS
Environments: Unix/Linux, Windows
Tools: Android Studio, GDB, Git, JIRA, Team Foundation Server, Valgrind, Vi/Vim, Visual Studio
Techniques: Agile Software Development, Mobile Application Development, Object Oriented Design

Work Experience:

Echo Solutions, A HealthStream Company — June 2016 – September 2016
Software Development Intern — San Diego, CA
- Developed application plugins to retrieve healthcare provider data from 3rd party medical board websites into Echo Credentialing database
- Implemented enhanced search feature to detect and map aliases for healthcare providers, which led to an improvement of query results on Echo provider database
- Redesigned existing front end pages in Echo Access web application to enhance user page navigation and ease of usability

UC San Diego Computer Science and Engineering — January 2016 – Present
Tutor for CSE 8B, Object-Oriented Programming / Java II — San Diego, CA
- Write and test solution code for Java programming assignments and run grading scripts
- Host lab hours to assist students with bugs and logical errors in programming assignments
- Familiarize students with Java programming concepts such as inheritance and polymorphism

Personal/Academic Projects:

codypham.com — Present
- Actively developing a personal website in HTML and CSS, an ongoing project

CoupleTones Android Application — April/May 2016
- Developed a location-based messaging application responsible for sending and recording a partner's location visits
- Implemented using Google Maps and Firebase APIs to track and log user-selected locations
- Developed using Agile software development and Android Studio integrated development environment

Dynamic Auto-Complete — February 2016
- Programmed a C++ application that will auto-suggest word and/or phrase completions based on user input and word frequency
- Implementation included a combination of custom dictionary tries and priority queues to optimize runtime efficiency

File Compression Program — January 2016
- Developed a file compression program using the Huffman encoding algorithm
- Converted standard C++ priority queues from maximal to minimal priority queues

2048 App Rebuild — March 2015
- Rebuilt the game 2048 from its original language of JavaScript into Java
- Designed a GUI using the JavaFX library

SPIS Image Manipulation Suite — September 2014
- Developed a photo editing program using the Python Imaging Library
- Implemented photo manipulation tools such as image color filtering, image resizing, and various special effects