

# 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, SQL

**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 the Echo Credentialing database, which receives 16 million queries per year
- Implemented enhanced search feature to detect and map aliases for healthcare providers, which led to an improvement of query result accuracy on the Echo provider database
- Redesigned existing front end pages in the 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 location visits between paired Android devices
- Implemented using Google Maps and Firebase APIs to log user-selected locations and visit history
- 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