Cody Pham

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Education:

University of California, San Diego — Anticipated Graduation - June 2018
Bachelor of Science, Computer Science — San Diego, CA

Skills:

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

Work Experience:

Software Development Intern — June 2016 – September 2016
Echo, A HealthStream Company — San Diego, CA

- Developed application plugins using C# and SQL 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 using 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 using HTML, CSS and ASP to enhance user page navigation and ease of usability, which is active in 50% of hospitals in the United States

Tutor for CSE 8B, Object-Oriented Programming / Java II — January 2016 – Present
UC San Diego Computer Science and Engineering — 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
- Source code deployed using GitHub sites and is publicly accessible through the codypham.com domain

CoupleTones Android Application — April/May 2016

- Developed a location-based messaging application responsible for sending and recording location visits between paired Android devices with a team of software engineering students
- Implemented using Google Maps and Firebase APIs to log user-selected locations and visit history
- Developed in Java using Agile Software Development and Android Studio integrated development environment

Dynamic Auto-Complete — February 2016

- Programmed a C++ application that auto-suggests word/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 C++ 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