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