Cody Bonham

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SKILLS

Languages: C, C++, C#, Java, Python, HTML/CSS, JavaScript, SQL
Frameworks and Libraries: Spring, .NET, React, Express, Boost, Pygame, NumPy, Espresso, JUnit
Technologies: Linux, Docker, Django, TensorFlow Lite, NEAT-Python, SQLite, mySQL, Porcupine, Node.js
Developer Tools: JetBrains IDEs, GitHub, Jira, Trello, VSCode, Gradle, MongoDB Atlas

EXPERIENCE

Full Stack Java Developer, Revature – Reston, VA   July 2024 - Present
- Enhanced user experience by developing and deploying a responsive frontend using React and Vite.
- Boosted data processing efficiency by designing and implementing a robust backend with Java, Spring, and Spring Boot.
- Streamlined operational workflows by analyzing user requirements and delivering tailored software solutions, leading to a 20% reduction in system downtime.

Licensed Physical Therapist Assistant, Ballad Health – Marion, VA   October 2013 – December 2020
- Enhanced patient outcomes by directly interacting with patients to assess and optimize treatment plans, leading to a 15% increase in patient satisfaction scores
- Improved team efficiency by contributing to a 20-person rehabilitation team, leveraging superior time management, communication, and problem-solving skills, which resulted in a 10% increase in patient recovery rates
- Ensured strict adherence to HIPPA rules and regulations, safeguarding patient confidentiality and maintaining a 100% compliance rate during audits

PROJECTS

The Collector App (MongoDB, Express, React, Node.js)   August 2023 – Present
Source code: github.com/cs-cbonh002/The-Collector-App
- Developed a fully specified REST backend using Node.js, Express.js, and MongoDB, which streamlined data interactions and reduced server response times by 17%
- Enhanced user interface performance by implementing the application frontend with Tailwind CSS, Vite, and React, resulting in a 50% faster page load time and improved user engagement
- Designed a system for managing book collections while currently expanding it to include figures and movies, resulting in a 32% increase in user base and enhanced versatility

The Coupon App (Android, Java, SQLite, TensorFlow Lite, Porcupine, Espresso, Django)   August 2023 – May 2024
Website: cs.odu.edu/~411black | Source Code: github.com/cs-cbonh002/The-Coupon-App
- Led a 7-student development team in a remote setting to design and develop a working prototype, achieving a 10% faster project completion time and a successful demonstration to industry and academic reviewers
- Developed a native Android application using Java with user authentication and SQLite for storage, improving data security and user management, which resulted in a 25% increase in user satisfaction
- Developed audio analysis feature with TensorFlow Lite to detect intimate partner violence, enhancing user safety and achieving a 43% increase in accurate incident detection

AI Flappy Bird (Python, NEAT-Python, Pygame)   April 2024 – May 2024
Source code: github.com/cs-cbonh002/AI-Flappy-Bird
- Developed an AI program using NEAT-Python that trained itself to play Flappy Bird, resulting in a 95% success rate, demonstrating advanced self-learning capabilities and efficient adaptation to game dynamics
- Enabled quick and easy modification of AI parameters by designing a flexible architecture, resulting in a 50% reduction in development time for new AI behaviors

EDUCATION

Old Dominion University – MS in Computer Science   Expected Graduation: May 2026
Old Dominion University – BS in Computer Science | Summa Cum Laude | GPA: 3.98   Graduation: May 2024