Patrick Cody

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Education:

The George Washington University, Washington, DC

Bachelor of Science in Computer Science, expected graduation May 2020, GPA 3.66

Loomis Chaffee, Windsor, CT   Graduated Cum Laude, 2016

Technical Skills:

Languages: Java, Python, R, C++, HTML, CSS, JavaScript   Frameworks: Django, LibGDX

Operating Systems: Windows, Linux, Mac OS

Software: Adobe Photoshop, Lightroom, After Effects, Premiere, Illustrator, WordPress, Git

Work Experience:

Lifeguard, June 2016 – August 2016   **Town of Glastonbury,** Glastonbury, CT

- Used teamwork with coworkers to protect safety of patrons, with up to 50 people in water at peak hours.
- Managed cash register alone daily. Used problem-solving and customer-service skills to handle complaints.
- Complimented on proactive approach to facility maintenance by upper management, which was reflected in a near-perfect end of season evaluation.

Activities/Leadership Positions:

GW Tech Collective, September 2016-Present

- The collective unifies the GW engineering community through weekly meetings to discuss member projects and tech news, and monthly workshops on engineering skills, not taught in class. Recently elected as a board member overseeing the OrgSync website and planning events and meetings.

GW Association for Computing Machinery (ACM) Freshman Representative, October 2016-Present

- Liaison between the GW ACM and the GW E-Council, the organization responsible for all engineering organization at GW. Maintain the ACM website, using HTML and CSS skills.Linkwww.acm.seas.gwu.edu

GW Buff and Blue Hat, November 2016-Present

- Organization serves to teach members cyber-security skills through weekly meetings regarding varying topics relating to computer security.

Technical Projects:

Hackathon Web Project (team of 6), October 2016

- Attended Hackital DC, a local hackathon with a team from GW, and led a team of 6 to create a python app.
- Learned how to poll different web APIs for information, and how to combine them into one final product.

Android Game, Summer 2015

- Used Java to create an Android game. Learned how to apply object-oriented programming to create a mobile application, and apply a library to create cross-compatibility between platforms.