Cody Stephenson

codystephenson.com linkedin.com/in/codystephenson

Education

Louisiana Tech University

Bachelor of Science in Cyber Engineering,

Minor in Mathematics Graduated: May 2018

Relevant Coursework Software Design and Engineering, Data Structures, Operating Systems, Discrete Math, Computer Programming, Embedded Systems, Computer Networks, Network Security, Digital Forensics and Steganography

Experience

RPG Manager - Personal Project

- Utilized the MERN stack to create an application to manage RPG characters
- Incorporated Passport.js for user authentication
- Created an express-based back end with a RESTful API to interact with user data
- Developed an interactive User Interface using React and Redux

CyberStorm Hacking Competition

- Identified and attacked vulnerabilities of wireless networks
- Defended host server and virtual machines from networked and physical attacks
- Solved programming, encryption, steganography, and cryptography based challenges
- Designed and implemented wireless network challenge involving WEP and WPS

Computer Architecture Robotics Competition

- Worked with a team to create an autonomous equation sketching robot
- Modeled and created 3D printed components
- Solved issue of precise movement with a track system for 2-directional movement

IEEE member and contestant in the IEEEXtreme 24-hour Programming Competition

Technical Skills Languages: C, C++, Python, Java, Javascript, Assembly

Software: Git, Jekyll, Node.js, React, Express, BeautifulSoup, PostMan, React

Operating Systems: Windows, Linux, Unix, FreeRTOS

Work History Electrician's Apprentice at JBI Electric – 2015

- Worked with a team to build a Kroger's grocery store in Bossier City, LA.
- Installed lighting fixtures, operated machinery, implemented circuits
- Consistently showed an ability to work hard

Maintenance Crew at Loan Oak Homes - 2011

Construction cleanup, property maintenance, machinery maintenance

Electrician's Apprentice at Cypress Electric – 2010 – 2015

Wired residential and commercial buildings