



Cody Hasty

SOFTWARE ENGINEER · FRONTEND SPECIALIST FREELANCE CONSULTANT

CONTACT

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SKILLS

Tools and Technologies

React Redux NextJS
 Bootstrap TailwindCSS Figma

Languages

Typescript (Proficient)
 Javascript (Proficient)
 Ruby (Proficient)

HOBBIES

Robotics
 3D Printing
 Home DIY
 Video Games
 Arts & Crafts

EXPERIENCE

Instrumentl *San Francisco, CA*
 SOFTWARE ENGINEER *April 2023 - August 2024*

- Revamped outdated website pages to improve user experience and increase conversion rates
- Conducted A/B tests to determine the most effective user interface for new and existing features
- Expanded the company's data ingestion pipeline by scraping websites with Nokogiri

SiriusXM / Pandora *Oakland, CA*
 SOFTWARE ENGINEER *April 2021 - March 2023*

- Streamlined CI/CD by migrating from Jenkins to GitHub Actions with automatic documentation
- Integrated a Java to Typescript React app plugin to display a custom Android SDUI layout inspector
- Enacted a new React UI for a data heavy internal tool, with a focus on charting existing data

Volley Inc. *San Francisco, CA*
 CONTRACT QUALITY ASSURANCE ENGINEER *October 2019 - December 2019*

- Analyzed data from AWS Lambda, Amplitude, and Cloudwatch logs for consistencies between bugs
- Refined Airtable databases by removing duplicates and updating incorrect metadata
- Enforced a high standard of quality by catching over a dozen code-breaking bugs

MYMIC Simulations *Portsmouth, VA*
 SOFTWARE ENGINEER | WEB SERVICES ADMINISTRATOR *June 2018 - September 2019*

- Developed two cross-platform augmented reality apps using Unity and Vuforia in partnership with the US Air Force and the National Science Foundation
- Constructed and animated 3D models in Blender for use in the company's training simulations
- Queried and analyzed data from the company's SQL databases to identify trends and improve user experience

ODU Department of Computer Science *Norfolk, VA*
 UNDERGRADUATE BIOINFORMATICS STUDENT RESEARCHER *June 2017 - July 2018*

- Extended the Common Bioinformatics Library repository for PDB and MRC manipulation in C++
- Leveraged Python scripts in UCSF Chimera to demonstrate lateral and longitudinal discrepancies
- Published and presented findings of MRC bezier curve fitting using different algorithms of weighting inner-protein angles

EDUCATION

App Academy *San Francisco, CA*
 CURRICULUM OF STUDY IN WEB DEVELOPMENT *February 2020 - May 2020*

- Rigorous 1000+ hour software development course with a <3% acceptance rate which encompasses full-stack development: Ruby On Rails, SQL, Javascript, React, TDD, algorithms, design patterns, and programming best practices.

Old Dominion University *Norfolk, VA*
 93 CREDIT HOURS IN COMPUTER ENGINEERING /
 MODELING AND SIMULATION ENGINEERING *August 2015 - May 2019*

- Included courses: CS250 (Problem Solving and Programming), CS252 (Intro to Unix), CS361 (Advanced Data Structures and Algorithms), CS330 (Object Oriented Programming and Design), CS495 (Machine Learning for Pattern Recognition within Molecular Imaging), MSIM205 (Discrete Event Simulation), and MSIM320 (Continuous Simulation).