

# Cody Smith

Creative professional, space / robotics enthusiast and a experienced software developer

**Objective** I aim to understand the world around me and use that understanding to help solve the problems facing this world. My interests include computer graphics, computer vision, autonomous robotics, artificial intelligence and space exploration.

## Education



**University of Colorado Denver** Denver, CO  
Bachelor of Science in Computer Science  
Spring 2017, 3.5 GPA



**Valencia College** Orlando, FL  
Associates of Arts  
Summer 2011

## Experience

Fall '15 | Tutored at the Learning Resource Center, University of Colorado Denver

Fall '15 | Designed and implemented a Star Trek themed top-down 2.5D game in Unreal Engine 4

Summer '14 | Led the initial development of a web-app for the trucking industry written in PHP

Summer '14 | Created an OBJ parser / OpenGL renderer in C++

Summer '13 | Designed and published a two-way communication protocol for UART / XBee devices

Fall '12 | Created a data-mining application which interfaces with eBay XML API in Java

Spring '10-11 | Produced and animated the official Vex Game Animation, Clean Sweep & Round Up

Spring '15 | Featured by the Robotics Education & Competition Foundation as a Vex alumni success story in STEM education as part of the Hour of Code

Spring '08 | Recieved an Area 1 award from Brevard County for academic excellence

Spring '08 | Led high school Vex robotics team to place 3<sup>rd</sup> out of 500 at the Vex World Championship

Spring '08 | 1<sup>st</sup> place VEX Design a Game online animation competition, sponsored by Autodesk

Summer '08 | Featured on the front page of the Florida Today for 3<sup>rd</sup> place entry in Robot Magazine's Grant Imahara Design Challenge

Fall '05 | Achieved the rank of Life Scout, Boy Scouts of America

## Accomplishments

## Skills

Programming / scripting in C, C++, Java, Python, JavaScript, HTML, CSS and PHP

3D rendering and animation in Autodesk 3ds Max with nVidia's Mental ray renderer

2D design in Adobe Photoshop and Illustrator

Web design and development, database design and administration in MySQL / PHPMyAdmin

CAD/CAM in Autodesk Inventor, Autodesk Fusion 360, SolidWorks and ProE

3D printing / prototyping (Ultimaker, Makerbot, Markforge)

Servicing, diagnosing and building of home / server computer systems

Adept in Windows, OS X and Debian based Linux operating systems

## Service

Eight+ years of community service in the Boy Scouts of America / Order of the Arrow

Six+ years mentoring various FIRST / Vex middle school and high school robotics teams

Volunteer at CU Denver's public makerspace, Inworks