Cody Smith

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720.515.6105
Sunnyvale, CA

EDUCATION

Carnegie Mellon University
M.S. Electrical and Computer Engineering
Mountain View, CA | Expected May '19

University of Colorado Denver
B.S. Computer Science - 3.6/4.0
Denver, CO | Spring '17

Valencia College
Associates of Arts
Orlando, FL | Summer '11

TECHNICAL SKILLS
TensorFlow · C · C++ · Java · Python
Android · HTML · CSS · JS · PHP · Git
3ds max · mental ray · Fusion 360
3D Printing · Photoshop
Linux Systems Administration

LINKS
LinkedIn linkedin.com/in/csmith105
Github github.com/csmith105

ACTIVITIES
FIRST & VEX Robotics
Fall '10 – Present
- Mentored various MS/HS competitive robotics teams
- Event manager / AV tech
- Colorado FIRST Central Denver Qualifier 2017 Outstanding Volunteer

Boy Scouts of America
1996 – 2006
- Order of the Arrow Brotherhood
- Ten years volunteering work

EXPERIENCE
Carnegie Mellon University | Researcher
January 2018 – Present | Moffett Field, CA
- Developing a "Smart BiOptic" cyber-physical system for persons with low-vision, specifically as a driving aid, utilizing TensorFlow, Android and Google Glass
- Working with a team of MS and PhD students on an traffic monitoring system of embedded smart sensors as part of a collaboration between CMU-SV and the city of Palo Alto

CU Denver, Learning Resource Center | Tutor
August 2015 – January 2016 | Denver, CO
- Held group study labs weekly in freshman through junior level Computer Science and Math subjects
- Held individual tutoring sessions for students in need of additional educational resources through CU Denver's LRC

Web Startup 'Logistics' | Lead Programmer
May 2013 – September 2013 | Littleton, CO
- Prototyped web application 'Logistics' which aimed to revolutionize the trucking industry's information management needs

Harris Corporation – Robotics Lab | Intern
Summer '09 | Melbourne, FL
- Worked in a three-person team that develop a stair-climbing robot built from commodity components for reconnaissance and/or disaster recovery using Pro/ENGINEER

PROJECTS
Schedule Planning Application
Fall '16 – Spring '17
- Web application allowing local businesses to manage their contacts, schedules and availability collaboratively in real-time with clients as well as offer services to customers within an online marketplace

Tactile Learning
Jan '16 – May '17
- Worked with a small team to develop a method of conveying molecular structures to persons with little or no vision.
- Used PolyJet 3D Printing methods with 3ds max modeling

Maze Solving Robot
Spring '17
- Designed an inexpensive 3D printed maze solving robot using Fusion 360