Cody Sims

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EDUCATION

Brown University **GPA: 4.0 / 4.0**
Bachelor of Science in Computer Science 2020 - 2024

WORK EXPERIENCE

Microsoft **Seattle, Washington**
Software Engineer *August 2024-Current*

- Created a multi-agent AI orchestration experience consisting of multiple agents and MCP servers extending existing APIs and enabling larger network tasks
- Utilized microfrontends to centralize tools for Network Engineers on an internal Platform.
- Integrated AI through the introduction of an AI library and AI components to effortlessly enable teams to integrate AI into their own applications.
- Led the frontend design to templatize Method of Procedure review requests for network deployments reducing and standardizing network deployments across all of Microsoft
- Developed a Policy Management CLI to replace a deprecated security system, ensuring uninterrupted role and policy management.

Cisco Systems **Remote**
Cloud Networking Intern May 2022 - August 2022

- Utilized Grafana to aggregate server data and create panels for a cost metrics dashboard
- Designed and developed Rest APIs that stores, retrieves, and deletes images from MongoDB

Brown University **Providence, Rhode Island**
Software Engineering Teaching Assistant December 2021 - May 2022, January 2024 - May 2024

- Acted as a mentor for 15+ different groups of students ensuring they are meeting deliverables
- Developed class materials for a class of 150+ students while holding debugging sessions weekly.

PROJECTS

Molecular Variational Autoencoder (Python, Tensorflow, Numpy):

- Implemented a Tensorflow version of the Molecular VAE paper.
- Utilizes a set of 250,000 molecular graphs from the ZINC database to train a deep learning variational autoencoder that automates molecular design to speed up drug development.

Vunmo (C, C++):

- Developed a small scale multithreaded backend server capable of receiving and transferring imaginary funds similar to Venmo

Rhode Island Maps (Java, JavaScript, React.js, SQL):

- Connected a frontend and backend server to create a web application similar to Google Maps for Rhode Island that is capable of pathfinding by utilizing a SQL database of over 1 million roads.

Pokemon (Java):

- A passion project of mine where I recreated the battle system of my favorite childhood game

SKILLS

Languages: Javascript, C#, Java, C, C++, Go, Python, SQL
Libraries: React.js, Tensorflow, numpy
Technologies: MongoDB, Prometheus, Grafana, .NET