

# Christopher Odom

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## Work Experience

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### RedHat

Storage Software Engineering Intern  
June 2020 — August 2020

- Free software productization

### Draper

Co-op intern  
July 2018 — January 2019

- Realtime software testing
- Created minimal environment for hardware testing

### iSense

Lab tech for isenseproject.org  
May 2018 — Aug 2019

- Web and Android development

## Academic Projects

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### Fedora Raspberry Pi Improvements

August 2019 — May 2020

- Fedora Linux Remixing
- GPIO programming
- *Shell Scripting*

## Coursework in Computer Science

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### University of Massachusetts Lowell, Lowell MA

Sept 2017 — Dec 2022

Expected Graduation: December 2022

## Skills

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### Languages

- C, C++, Java, Python, Zig

### Tools

- docker, unix stdutils, gdb, git

## Personal Projects

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### 2D Game Engine

December 2021

- Written using zig
- Using SDL
- Custom scripting language

### Immediate mode toolkit

October 2021

- Using SDL\_Render and Zig

### Vulkan Tutorial

January 2021

- [vulkan-tutorial.com/](https://vulkan-tutorial.com/)
- Using cpp, glfw, and stb libraries, implemented a simple graphics pipeline that renders an obj file and rotates it
- Slightly restructured from the tutorial to force personal understanding

### Professional

- Communication, Teamwork, Ability to learn