Christopher Odom

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Work Experience

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

Personal Projects

2D Game Engine

December 2021 — Today
– 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/
– 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

Academic Projects

Fedora Raspberry Pi Improvements

August 2019 — May 2020
– Fedora Linux Remixing
– GPIO programming
– *Shell Scripting*

Coursework in Computer Science

University of Massachusetts Lowell, Lowell MA
Sept 2017 — Jun 2021

82 credits towards graduation

Skills

Languages

– C, C++, Java, Python, Zig

Tools

– docker, unix stdutils, gdb, git

Professional

– Communication, Teamwork, Ability to learn