# Corben Smith

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#### CAREER OBJECTIVE

Passionate developer who is committed to continuous growth. I have experience developing software in professional and academic settings, and have been a scrum master on team projects. Seeking an opportunity to work on challenging problems in a community of skilled and growth-oriented developers.

## RELEVANT EXPERIENCES

CADNet TVA, Chattanooga, TN - CAD Technician

June 2022 - July 2023

- Gained experience working in a professional environment
- Worked on a team to create CAD drawings of Substations
- Worked in the highest performing team in the CADNet department

August 2025 - Present

- Mentored under the Functional, Automation, and Performance testing teams
- Wrote test cases in Azure DevOps
- Created automated test scripts using Selenium and Java

Public Portals Team - BlueCross BlueShield Intern

June 2025 - August 2025

- Attended scrum meetings discussing the Public Portals Application
- Public Portals workflow and tech stack
- Was mentored by a Scrum Master about Scrum and professional development

**EDI and Interoperability Team** - BlueCross BlueShield Intern January 2025 - May 2025

- Worked to modernize legacy scripts in BCBST systems
- Learned about the EDI systems and lifecycle of claims

# **EDUCATION**

East Tennessee State University, Chattanooga, TN

Bachelors in Information Systems

August 2023 - December 2025

Currently working towards a Bachelors in Information Systems with a concentration in Health Care Systems at the BlueSky Tennessee Institute

## **SKILLS**

# Languages

- Python, C#, JavaScript
- HTML & CSS

Frameworks & Tools

- Blazor, Express.js, Tailwindcss
- SQLite, Git, Linux
- Azure DevOps

Game Development

Godot

Methodologies

- Scrum
- Agile

## **PROJECTS**

## Socket Programming in C

November 2024

I set out to create a simple http server using only web sockets in C. It was a fun experience and working on that project taught me a lot about low level networking.

#### Portfolio Website

September 2025 - Present

I have been working on creating a portfolio website. I created it with HTML and Tailwindcss. The visual effect in the background was achieved with a combination of shaders and Three.js. I am proud of what I have so far, and I plan on expanding the website. I want to create a blog section, as well as sections for whatever projects I work on next.

# "Into the Nexus" Video Game

During my Software Engineering 1 and 2 classes I was tasked to create an RPG game with 4 other team members. We worked in Godot and created a healthy amount of content during the two semesters. I worked as a scrum master during this project.