

Christopher G Greenblatt

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GitHub: <https://github.com/Greenblc>

EXPERIENCE

PuttShack Atlanta, GA— *Technician*

July 2024 - Present

- Troubleshoot **software**, **hardware**, and **network** issues across tech-enabled mini-golf courses.
- Rewire power, connect pin headers, and maintain embedded systems.
- Deliver customer support and ensure seamless functionality of electronic systems.

ADT - SafeHaven —Atlanta, GA— *Technician*

November 2023 - July 2024

- Documented IT support activities, system configurations, and incident logs.
- Conducted regular system maintenance, including patch management and preventive measures to enhance system reliability.
- Good Customer satisfaction by giving high-quality customer service

Daytona State College—Daytona Beach, FL — *Student Technician*

August 2019 - May 2021

- Successfully imaged and deployed over 150 computers, ensuring accurate network configuration
- Resolved an average of 30 hardware and software issues per week

Atomic — San Francisco, CA—IT Intern, Server Monitoring

May 2020 - August 2020

- Monitored Server performance using query tools
- Performed Data backups on Linux systems
- Document And Update issues encountered

EDUCATION

Pennsylvania State University, Pennsylvania— *Software Engineering*

August 2021 - May 2025

Daytona State College , Daytona Beach— *Associate of Information Technology*

August 2019- May 2021

Technical Skills

- **Programming Languages:** HTML, Python, Javascript, Java, C++, SQL
- **Computer Repair:** Hardware Diagnosis, Software Troubleshooting, Networking Issues, OS Installation
- **Development Tools:** Git, GitHub, AWS EC2, Docker, Game Engines (Godot, Unity), Visual Studio, Eclipse
- **Software:** Ubuntu, Windows, VirtualBox, Microsoft Office Suite, Linux Command Line, Sublime Text

Projects

Personal Website: Created a web-based toolset capable of encrypting and decrypting text using 5+ cipher algorithms. Utilized HTML, CSS, JavaScript, and Bootstrap. (Code is available on GitHub.)

3D Platformer Game

Designed and developed a 3D platformer game where the player can control elements like Fire, Air, Water, and Earth and clear hordes of enemies(Code available on GitHub.)

RISC-V Project

Worked on a RISC-V project, integrating **Alire** into the project environment. Contributed to porting a kernel in **IronClad**, enhancing development efficiency.

