Christopher Bloodsworth

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Personal Website: https://cbloodsworth.github.io

Education

University of Florida Gainesville, FL
Bachelor of Science in Computer Science *January 2019 – May 2024*

- Majoring in Computer Science and Engineering with a minor in Mathematics. GPA: 3.66
- Member of the engineering honor society Tau Beta Pi.

State College of Florida Sarasota, FL
Associate's in Liberal Arts and Sciences *August 2018 – December 2020*

- Member of Gator Engineering @ SCF, taking both UF and SCF courses before transferring to UF proper.
- Graduated Magna Cum Laude and as the designated recipient of "Outstanding Student in Mathematics."

Experience and Projects

Technical Lead September 2022 – Current
Open-Source Club *University of Florida*

- Manages twice-weekly discussions and working sessions for various open-source projects.
- In Spring 2023, led OSC-API, a subgroup of Open-Source Club dedicated to the development of small-scale APIs.
- In Fall 2022, led the development for AL-Bot 2.0, a discord bot written in Typescript using the Discord.js API.

Manuela March 2023
RoboTech 2023 *Georgia Institute of Technology*

- AI chat buddy written in Python. Uses OpenAI's DaVinci GPT-3 model, Google Text-to-Speech and OpenCV's face detection API to detect the user's current mood and provide meaningful, human conversation.
- In a four-person hackathon group, programmed the mood-detection portion and the main driver.

Swamp Investigator January 2023
SwampHacks IX *University of Florida*

- Procedurally generated exploration game made in Python using the PyGame framework.
- Developed world generation using Perlin noise algorithms to create a realistic swamp to explore.

File Systems December 2022
COP4600: Operating Systems *University of Florida*

- Using C++ in a virtual Ubuntu environment, created a program that could read and display the contents of WAD files. Integrated this with the FUSE API (filesystem in userspace) to create a fully navigable file system.

PLC Language Interpreter April 2023
COP4020: Programming Language Concepts *University of Florida*

- Designed and implemented an interpreter for a made-up language to Java code.
- Included parsing, AST generation and type-checking.
- Written in Java and makes use of a number of popular object-oriented design patterns such as the Visitor and the Abstract Factory.

"ProtestPlots" Scrum Master & Python Developer September 2022
CEN3031: Intro to Software Engineering *University of Florida*

- Developed a Python script using Selenium and BeautifulSoup to gather and store data necessary to the web-app.
- Held stand-ups multiple times a week to discuss and resolve impediments that the team may face, estimated effort-hours of tasks, and facilitated sprints with Jira.

Technical Skills

Languages: C++, Java, Python, C, JavaScript (TypeScript)
Developer Tools: Linux, CLI, Git, Vim, SonarCloud, Jira, Kubernetes