

Christopher Bloodsworth

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EDUCATION

University of Florida

Bachelor of Science in Computer Science, Minor in Mathematics

Gainesville, FL

January 2019 – May 2024

- GPA: 3.78
- Member of the engineering honor society Tau Beta Pi.

State College of Florida

Associate's in Liberal Arts and Sciences

Sarasota, FL

August 2018 – December 2020

- GPA: 3.71
- Designated recipient of "Outstanding Student in Mathematics." award.

EXPERIENCE

Software Engineer

MRSL Real-Time Systems Laboratory

July 2024 – Present

Sarasota, FL

- Maintaining and developing new features for the baseline of a widely-used signal processing framework.
- Using Jenkins to deploy on a wide array of Linux distributions, including RHEL, Ubuntu, and Alpine.

Software Engineering Intern

MRSL Real-Time Systems Laboratory

May 2023 – August 2023

Sarasota, FL

- Worked tightly with performance-critical digital signal processing (DSP) applications in C++.
- Programmed entirely on a remote instance hosted on AWS EC2.
- Designed a concurrently-executed DSP algorithm to operate across pods in a Kubernetes cluster.

Peer Mentor (Teaching Assistant)

CEN3031: Intro to Software Engineering

September 2023 – May 2024

University of Florida

- Used Docker to containerize and deploy a full-stack React app for students to contribute to.
- Coordinated course materials, held office hours and gave lectures on topics related to software engineering.

Technical Lead

Open-Source Club

September 2022 – Present

University of Florida

- Managed twice-weekly discussions and working sessions for various open-source projects.
- Led a group of students dedicated to the development and usage of APIs of various complexities.

PROJECTS

PearlTerm

Personal

Ongoing

- Created a terminal and shell in Typescript to emulate functionality of a UNIX/sh system.
- Following POSIX shell standards to implement parsing of the shell language.
- Implemented shell built-ins, such as `ls`, `cd` and `cat`, to work with an in-memory filesystem.

Swamp Investigator

SwampHacks IX

January 2023

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.

PLC Language Compiler

COP4020: Programming Language Concepts

April 2023

University of Florida

- Designed and implemented a compiler for a small academic language.
- Included parsing to an AST and code generation emitting Java source code.

TECHNICAL SKILLS

Languages: C++, Java, Python, C, JavaScript (TypeScript), Haskell, Rust

Developer Tools: Linux, Bash, AWS (S3, EKS, EC2, Lambda), Git, Vim, SonarQube, Docker, Kubernetes, Heroku