

Christopher Bloodsworth

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Github: <https://github.com/cbloodsworth> | Portfolio: <https://cbloodsworth.github.io>

Education

Bachelor of Science in Computer Science, University of Florida, Senior, Est. December 2023

- Majoring in Computer Science and Engineering with a minor in Mathematics. GPA: 3.75
- Member of the engineering honor society Tau Beta Pi

Associate in Arts, State College of Florida, Graduated December 2020

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

Projects & Experience

Technical Lead for AL-Bot 2.0, UF Open-Source Club, *Current*

- Manages twice-weekly discussions and working sessions for the open-source software AL-Bot 2.0, a discord bot written in Typescript using the Discord.js API.

File Systems Project, Operating Systems, December 2022

- Using C++ in 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.

ProtestPlots Scrum Master & Python Developer, Software Engineering Group Project, September 2022

- Developed a Python script using Selenium and BeautifulSoup to gather and store data necessary to our website.
- Acted as Scrum Master for a semester-long group project "ProtestPlots" for CEN3031: Software Engineering.
- Held stand-ups multiple times a week to discuss and resolve impediments that the team may face, and used planning poker to estimate effort-hours of tasks and facilitated sprints with Jira.

Portfolio Website, Personal Project, August 2022

- Created a showcase to hold personal project history and relevant information with HTML/CSS.

Gmail Scraper, Personal Project, November 2022

- Uses the Python Gmail API and BeautifulSoup to filter my recent emails by keywords / blacklists.

Discover Delays, Data Structures Final Group Project, April 2022

- Developed the desktop front-end experience for C++ software that displays flight data with interactive graphs.
- Uses the C++ multimedia library SFML.

Notable Coursework

COP3530: Data Structures and Algorithms

- Provided the fundamentals for data structures and encouraged problem-solving with algorithms in C++.

CEN3031: Software Engineering

- Introduced Agile practices like Scrum and Kanban as well as experience with the MERN web development framework, version control and CI/CD.

CDA3101: Computer Organization

- Delivered an understanding of the components of a processor and writing code using ARM assembly.

COP4600: Operating Systems

- Presented the details of an operating system's structure and offered experience in modifying a Linux kernel through a command line interface.

Technical Skills

Languages: C++, Python, Java, Typescript, Javascript, HTML/CSS

Frameworks: React, Node.js

Developer Tools: Linux, Git, GitHub Actions, SonarCloud, Markdown, LaTeX, Vim

Libraries: SFML, tkinter, Discord.js, BeautifulSoup