

Christopher Bloodsworth

Gainesville FL, 32608 | 941-445-3628 | christopherbloodsworth@gmail.com
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: 3.66
- Member of the engineering honor society Tau Beta Pi.

Associate in arts, State College of Florida, Graduated 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.”

Projects & Experience

Technical Lead | UF Open-Source Club, Current

- 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 | Georgia Tech's RoboTech, March 2023

- AI chat buddy coded 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 responses.
- In a four-person hackathon group, programmed the mood-detection portion and the main driver.

Swamp Investigator | SwampHacks IX, January 2023

- 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 Project | Operating Systems, December 2022

- 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.

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 the website.
- 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.

Gmail Scraper | Personal Project, November 2022

- Uses the Python Gmail API and Beautiful Soup 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.

Notable Coursework

COP3530: Data Structures and Algorithms

- Provided the fundamentals for data structures and 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.

CIS4930: Math for Machine Learning

- Used mathematical proofs to understand core machine learning topics and followed them up with Python programming exercises to utilize the concepts.

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

Frameworks: React, Node.js, FastAPI, PyGame

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