

# Christopher Bloodsworth

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## EDUCATION

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### 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

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### 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 Compiler

April 2023

*COP4020: Programming Language Concepts*

*University of Florida*

- Designed and implemented a compiler 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

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**Languages:** C++, Java, Python, C, JavaScript (TypeScript)

**Developer Tools:** Linux, CLI, Git, Vim, SonarCloud, Jira, Kubernetes