

CORY HEADRICK

Software Developer

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Phone: 865-258-3315

Knoxville, TN

EDUCATION

Bachelor of Science

Computer Science

University of Tennessee

August 2020 – current
(Graduating Dec 2023)

Cumulative GPA: 3.75/4.0

Bachelor of Science

Audiology & Speech Pathology

**University of Tennessee Health
Science Center**

August 2013 – May 2017

SKILLS

Programming Languages

- C/C++
- C#
- Python
- SQL (PostgreSQL, Oracle)
- HTML/ CSS
- JavaScript

Other Development Skills

- Git
- Unity
- Unreal Engine
- Microsoft Office Suite
- Google Analytics
- Cloundinary

CAREER OBJECTIVE

Creative and disciplined student pursuing Bachelor of Science in Computer Science with experience working across the full stack of software development. Looking for a role where I can grow and learn from experienced team members while drawing on project experience I have already successfully executed.

WORK EXPERIENCE

Web Development Intern

Jewelry Television

June 2023 – August 2023 Knoxville, TN

- Create the front-end UI/UX for a brand-new diamond filter webpage on jtv.com.
- Implement the redesign for a section of JTV's sister company website, Jedora.
- Fulfill tickets for the company website including bug fixes, cartridge creation, and SEO modifications.

Assistant Manager

Highland Manor Inn

January 2020 – current Townsend, TN

- Management of front desk operations including reservations and guest services.
- Coordinating staff scheduling.
- Bookkeeping.
- Group/Event coordinating.

Other Experience: Camp Coordinator – Harmony Family Center, Camp Counselor – Blackberry Farm, Desk Clerk – Highland Manor Inn, Medical Intake Coordinator – East Tennessee Medical Group, Cashier – Parkway Grocery.

PROJECTS

SimClimate

Designer/Programmer

August 2022 – May 2023

- Worked with a team of four under the sponsorship of Oak Ridge National Lab to develop an educational video game demonstrating human impact on climate change.
- Life Simulator style game where the player has to balance human expansion with Earth's limited resources.
- Tasked with designing the gameplay and coding the game in Unreal Engine 5.

The Orbiter

Creator

June 2022 - July 2022

- Worked with a team of 4 to develop a video game showcasing Newton's Universal Law of Gravitation.
- Lead Creative Designer
- Programming all of the physics to be used in the scene.
- Designing User Interface