
Gregory Blood

www.gregoryblood.me

+1 (702) 606-7433

gregoryblood1998@gmail.com



SKILLS AND TOOLS

Full-stack Web Development, Game Development (Object Oriented Programming)

C, C++, C#, Python, HTML & CSS, Javascript, React, Angular, SQL, MongoDB, GraphQL

Unity, Unreal Engine

EXPERIENCE

Instructor at Techno Smart Kids (Part Time) - Remote

Feb 2022 - Present

- Create custom tailored lessons to teach basic programming and tools to middle school students
- Host a one-on-one remote classroom to guide students and answer any questions

Undergraduate Teacher Assistant - Oregon State University

Sep 2019 - June 2021

- Held office hours to work with students to gain a greater understanding of the coursework
- Gave immediate one-on-one feedback with students while critiquing their work
- Lead classes of 30+ students to go in-depth into topics
- Utilized my job experience and student relationships to improve courses
- Received a letter of recommendation

Projects - *More on www.gregoryblood.me*

Oregon State Event Management App

React Native (Javascript), AdobeXD, PostgreSQL, OAUTH

- Built from scratch a full-stack event management app for Oregon State University while working under a professor from the college of business
- Managed a team of two other students using SCRUM development
- Commended by my professor for enthusiasm and leadership skills
- Took initiative to design an interactive front-end using AdobeXD

Music Majik

React JS (Javascript), AdobeXD

- Personal project to create a website that sorts songs on playlists based on statistics from Spotify

- Uses Spotify's API to log users in using OAuth, retrieve user information such as top songs and tracks, and to fetch/edit playlists
- Hosted on Heroku cloud platforming site

Pure Honey

React JS (Javascript), AdobeXD

- Freelance work with a client to create a static website for their small business
- Gave expertise to help the client design the best plan for e-commerce deployment

EDUCATION

Oregon State University - *Bachelor's Degree in Computer Science*

Sep 2017 - June 2021

- Dean's List Recipient my last 4 terms
- Specialized in Web, Mobile, and Cloud Development

Extra Activities

Programming Competition Hosted by Lucid - C++

Competition between five colleges

2021.1 Brakeys Game Jam - Unity, C#

Competition to make a game around a theme in less than a week

- Top 3% in the Innovation category

2020 GMTK Game Jam - Unity, C#

Competition to make a game around a theme in less 48 hours

2020.1 Brakeys Game Jam - Unity, C#

Competition to make a game around a theme in less than a week

Oregon State University Security Club

Studied cybersecurity and practiced CTF tournaments