Kody Bloodworth

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EDUCATION

University of Tennessee, Knoxville — *Senior*

AUGUST 2016 - MAY 2020

B.S. in Computer Science.

GPA: 3.93/4.0

EXPERIENCE

Data Tapestry, Knoxville -
Junior Software Developer
AUGUST 2020 - OCTOBER 2020

- Maintained specialty web applications developed for medical use
- Developed CI/CD pipelines compatible with AWS
- Handled communications with non-developers

TENNLab Neuromorphic, Knoxville -
Undergraduate Research Assistant
MAY 2019 - AUGUST 2020

- Researched concepts involved in neuromorphic computing
- Helped develop neuromorphic software frameworks and ported applications to those frameworks
- Attended the 2019 International Conference on Neuromorphic Computing (ICONS)

Tickle College of Engineering, University of Tennessee -
COSC 140 / 302 Teaching Assistant
AUGUST 2019 - MAY 2020

- Assisted students with introductory data structures and algorithms projects.
- Planned lab sessions and graded student work
- Collaborated to create effective plans for teaching lab material and answering student questions

ORAU, Oak Ridge National Laboratory, Oak Ridge -
ORISE Undergraduate Intern
JANUARY 2019 - MAY 2019

- Worked with a team to develop 3D slicing software for large-scale 3D printers
- Quickly developed an understanding of OpenGL and the Qt development environment

Innovation and Collaboration Studio, Knoxville— Supervisor

MARCH 2018 - JANUARY 2019

- Trained new staff members how to operate and maintain equipment
- Managed and create methods to keep track of student work hours, print logs, and task tracking
- Taught students on operation procedures for starting prints
- Understood how to orientate structures for optimal printing

SKILLS

C / C ++	Python
JavaScript	Golang
Node.js	Lua
PHP	jQuery
HTML/CSS	Angular
React	Django
Flask	MySQL
MongoDB	PostgreSQL
Redis	Vim
Unix	OpenGL
Git	Node.js
AWS	Docker

AWARDS

Michael Dodd Engineering Award

Sprankle, Charles, and Martha Scholarship

McKenzie Scholars Award

Neubert, Len & Nancy Lois Scholarship

UT Volunteer Scholarship

PROJECTS

Recreated malloc, csh, and tar in C

Implemented ray-picking on an arc-ball 3D environment with Qt, C++ and OpenGL

Created an AICA simulator and statistical analysis tool

Created completely functional data collection website mock-up.

Maintained web applications for hospital and university administrations.