

Kody Bloodworth

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EXPERIENCE

Tickle College of Engineering, University of Tennessee -
COSC 140 Teacher's Assistant
AUGUST 2019 - PRESENT

- Assist students with introductory data structures and algorithms projects.
- Plan lab sessions and grade student work
- Collaborate to create effective plans for teaching lab material and answering student questions

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

- 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)

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 - PRESENT

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

University of Tennessee One Stop, Knoxville— Call Center Employee
AUGUST 2017 - MARCH 2018

- Call prospective students and discuss the advantages of the University of Tennessee
- Handle sensitive student information

EDUCATION

University of Tennessee, Knoxville — Senior

AUGUST 2016 - PRESENT

Currently pursuing a B.S. in Computer Sciences.

GPA: 3.95/4.0

SKILLS

C++
C
Python
Flask / Django
Lua
Sh
Adobe Photoshop
Gimp
Adobe Premiere
Vi
Git
OpenGL
SQL
LLVM

AWARDS

Michael Dodd Engineering Award

Sprinkle, Charles, and Martha Scholarship

McKenzie Scholars Award

Neubert, Len & Nancy Lois Scholarship

HOPE with Merit Supplement

UT Volunteer Scholarship

PROJECTS

Successfully implemented a multi-eviction policy cache in Arduino.

Competed in a machine learning competition, submitting results within 82% percent of the correct results.

Recreated malloc, csh, and tar in C

Created a visualization of the Recaman Sequence in Python

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