

CHRISTOPHER O'DELL

OBJECTIVE

KEY SKILLS

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w: <https://github.com/synsy>

Motivated software engineer and student, seeking to transition full-time into the tech industry. Leveraging over eight years of supervisory experience, exceptional communication, and strong teamwork abilities to contribute to a dynamic and innovative tech environment.

Leadership and Supervision

- Led and supervised diverse teams of correctional officers, fostering collaboration and effective communication to achieve operational goals and ensure a safe, cooperative work environment.
- Consistently led by example, promoting a collaborative team culture and swiftly resolving conflicts to maintain a positive and productive work environment.

Communication

- Proven communication skills, both written and verbal, with the ability to convey complex information clearly and concisely.
- Vast experience in effectively communicating with clients in high-stress environments.
- Skilled in resolving issues and conflicts through professional communication and teamwork.
- Experience in delivering training sessions and briefings to staff, enhancing their understanding of protocols and procedures.

Teamwork

- Strong team player with a history of collaborating with colleagues to achieve common goals and improve operational efficiency.
- Ability to work in high-pressure environments, contributing to a cohesive team dynamic.
- Consistently maintain availability to the team with a positive attitude and open line of communication.

Problem Solving And Decision Making

- Highly skilled in making quick, informed decisions in challenging situations.
- Experience in identifying potential issues and implementing proactive solutions to prevent incidents.
- Multiple years of experience as a supervisor has dramatically enhanced my decision making skills, quickly resolving issues with logic and communication.

Technical Skills

- Proficient in programming languages such as C#, Python, C++, Java, JavaScript.
 - Experience with version control systems (e.g., Git), database management, and software development methodologies.
 - Proficient in core software engineering principles, with a strong foundation in object-oriented programming, algorithms, and data structures.
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PROFESSIONAL EXPERIENCE

Current Position

Correctional Sergeant
California Department of Corrections and Rehabilitation
November 2021 - Present

Previous Position

Correctional Officer
California Department of Corrections and Rehabilitation
June 2016 - November 2021

EDUCATION

Bachelor of Science in Computer Science, Concentration in Software Engineering

Southern New Hampshire University | Expected: Fall 2025

Management Information Systems

San Jose State University | 2007

CERTIFICATIONS AND TRAINING

Basic Supervisor Academy

California Department of Corrections and Rehabilitation

Crisis Intervention Training

California Department of Corrections and Rehabilitation

PROJECTS

My Portfolio

<http://www.chris.805dev.com>

My personal portfolio showcasing all my projects, educational experience, and resume.

Business Website

<http://www.805dev.com>

Responsive business website made using React.

Death Flight

Nov 2024 - Nov 2024

<https://github.com/synsy/EagleJam/>

48 hour game jam hosted by UC Berkeley on itch.io. I was the sole programmer and wrote the code in C# within the Unity SDK.

I worked in a team of four which included myself, a graphic artist/ animator and two audio engineers.

2nd place overall.

Graveyard Shift

Oct 2024 - Oct 2024

<https://github.com/synsy/GraveyardJam>

I was the Lead Programmer in a 5 days game jam hosted on itch.io in a team of 3 that included myself, a graphic artist/ animator, and a game designer/ programmer.

REFERENCES

Available upon request.