

# CHRISTOPHER O'DELL

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

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## OBJECTIVE

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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.

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## KEY SKILLS

### 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

### Current Position

## EXPERIENCE

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.