CHRISTOPHER CHRISTOPHER

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Software Engineer

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WORK EXPERIENCE

2020	Software Engineer Re Assisted in web API upgrades to the Ceph Dashboard Python / CherryPy	d Hat
2018 – 2019	Software EngineerDAided in guidance and navigation flight software development by creating tools for hardware software engineers to test various software and hardware components to comply with strict C contract requirements (For ISS Resupply)C/ VxWorks / Python / Sockets	and RS2
2018 – 2019 part time w/ classes	Lab techECG Lab, Umass LAided in CS education research by maintaining and upgrading systems in use at the ECGincluding the iSense web service and its associated AppInventor pluginRuby on Rails / Linux / AWS / Java (Android)	.owell i lab,
OSS CONTRIBUT	IONS	
2023	Raylib Using the UB sanitizer in LLVM, detected and mitigated reliance on undefined behavior in ray rlgl layer. C / LLVM	ylib's
2019 - 2020	Fedora on Raspberry Pi	

Built a classroom-ready Fedora base install that could be used on the Raspberry Pi by students

- Bootstrapped Fedora Minimal into a useful dev environment using scripts
- Researched Fedora Remix image generation
- C / Shell Scripting / Linux Userspace

PERSONAL PROJECTS

2023	RPG Dialogue System Designed and implemented a branching dialogue interpreter library for a for an unreleased RPG. The library parses text files and emits a fully featured dialogue tree with mechanisms to install triggers for game events. This project loosely follows the Crafting Interpreters book, thus it re- sembles an interpreted programming language . Zig / Interpreter and Lang design
2023	Personal Websitehttps://github.com/Codom.codom.github.ioCustom static website generator built on top of python-markdown and using three.js for modern graphics.Python / Js / GLSL
2023	Notes Server Using Python, orchestrated a web server to interactively serve markdown rendered to HTML to the user while keeping track of to-do items. Python
2023	CLAP Pluginhttps://github.com/Codom/SimpleGuitarAmpUsing a mix of Zig, C, and test libraries written in Rust, created a generic guitar amp simulation using a combination of cubic nonlinear distortion and filter equations.Zig / C / Rust