

Christian Blythe

Senior Software Engineer

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Experienced Software Engineer with a passion for discovery. Driven by an interest in the technical aspects of good design and applying these concepts to produce efficient, dynamic, useful, and maintainable applications.



Work Experience

Software Engineer Staff

Lockheed Martin

Orlando, FL

10/2015 - Present Active Secret Clearance

Solved complex problems, provided new capabilities, optimized existing systems, and ensured a maintainable future for the resulting products as a technical lead and direct contributor on several small to medium sized teams.

- Modernized the infrastructure of legacy systems while continuing to support existing features.
- Implemented a large-scale data model refactor and contributed to a new centralized API used by multiple processes interacting within a real-time simulation.

C/C++ C# Python Perl MySQL Git Linux Scrum Master Agile Tech Lead

Software Engineer III

Paragon Technology Group

Kennedy Space Center, FL

07/2014 - 10/2015

Enabled the continuous monitoring of NASA's IT Security posture by reporting the current state of systems located across the organization's infrastructure.

- Processed, analyzed, and efficiently stored large amounts of data gathered from various sources.
- Created and managed several dashboards populated with near real-time data.

SQL Server JS HTML/CSS PHP APIs ETL Atlassian Full Stack Data Warehouse Big Data

Software Engineer

Carley Corporation

Orlando, FL

05/2012 - 07/2014

Primary contributor on VMT applications consisting of realistic environments, interactive NPCs, elaborate virtual recreations of real-life systems, and numerous multi-stage user tasks.

- Lead Unity 3D engineer tasked with designing, implementing, and delivering a USAF capstone simulation.
- Managed day-to-day customer interactions while sourcing requirements and producing documentation.

C# Unity 3D NGUI Game & Simulation Design Technical Documentation

Disney GBTS Intern

The Walt Disney Company

Orlando, FL

08/2011 - 12/2011

Supported the Disney Global Business Technology Services team by resolving software tickets related to various proprietary reporting tools and systems used for park management and guest logistics.

- Completed a mentorship program conducted by senior Disney engineers.
- Received instruction in multiple aspects of the Software Development Life Cycle including best practices for software design, architecture, documentation, and testing.

C# .NET Agile Issue Tracking Unit Testing Test Driven Development



Education

Masters Degree - Computer Science

University of Central Florida 05/2016 - 05/2019

AI Machine Learning Deep Learning NLP

Bachelors Degree - Computer Science

University of Central Florida 07/2008 - 05/2012

Simulation Graphics



Programming Languages

Python	
C++ / C	
C#	
Java	
SQL	
Javascript	
HTML / CSS	
XML / JSON	
Perl	
PHP	



Tools / Frameworks

Git / SVM	
MySQL	
.NET	
SQL Server	
Mongo DB	
REST	
React JS	
Node Js	
Pytorch	



Software / OS

Windows	
Linux	
Visual Studios	
Jetbrains IDE	
Vim / CLI	
Jira / Atlassian	
Adobe CS	
Unity 3D	



Technical Knowledge

Backend	Agile
Full Stack	Scrum Master
SDLC	Data Processing
OOP / OAD	Legacy Systems
Sustainable Dev.	Code Archaeology
Test Driven Dev.	Simulation / VMT
SW Architecture	CI / CD
DB Architecture	Multi Core
Requirements	Machine Learning
Documentation	Deep Learning
Code Archaeology	NLP



Technical Interests

AI	Machine Learning	Deep Learning	NLP
Simulation	Game & Simulation Design		
Data Analytics	Data Science	Big Data	
Cutting Edge			



Strengths

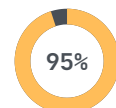
Practical	Adaptable	Technical	Passionate
Optimistic	Curious	Determined	Tenacious
Leader	Collaborator	EQ	Problem Solver
Creative	Open Minded	Student	Mentor



Spoken Languages



English



Spanish



Awards

Space Florida's Best in the Universe

Indie Galactic Space Jam 📅 08/2015

Awarded the Indie Galactic Space Jam's \$5000 grand prize for creating the most innovative space-themed game within 48 hours as part of the Astro-Clash-Cosmo-Smash team.

Employee of the Month

Carley Corporation 📅 02/2014

Recognized for contributions as Lead Developer on the USAF UDM Capstone Training Simulation.