

Drew Corliss

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Objective

Current Computer Science student interested in co-op or full-time employment. I am passionate about collaborative coding and interested in sharing a code base with industry professionals. President of the ZipCode computing club - a place where students can challenge themselves with programming puzzles, collaborate with each other, and develop skills that they would not get from just going to class. I am looking for a role where I can grow and learn from experienced engineers, while drawing on my education and projects I have already successfully executed.

Education

University of Akron

B.S. Computer Science

Akron, Ohio
Aug 2023 – May 2026

- ⌘ Relevant Coursework: Computer Science I, Computer Science II, Data Structures, Object Oriented Programming, Interactive Game Design, Discrete Mathematics, Introduction to Unix/Linux, Computer Systems
- ⌘ Notable Achievement: Part-Time President's List for Fall 2023 semester.

Skills

- ⌘ **Programming Language:** Proficiency in C++
- ⌘ **Software:** Well-versed in JetBrains CLion IDE & Debugger, Visual Studio Code & GDB, Qt, Git, GitHub, GitLab, Terminal, WSL2, CMake, GNU Make, VMWare, Microsoft Office Suite
- ⌘ **Operating Systems:** Daily-driving Windows, MacOS, and Linux

Projects

GitHub Open-Source Code

Dastardly Dungeon Dwellers – a roguelike text interface dungeon crawler game written entirely in object-oriented C++

This project features procedural generation of dungeons, a two-dimensional map that tracks the player and spawners using multiple parallel multidimensional arrays, memory management, and dynamic text formatting for merchant shops. The entire project was designed to be expandable, with skeleton code in place to handle innovative ideas or further implementation of current features. CMake is used as a robust cross-platform build system for easy build configuration.

Leadership & Work Experience

KBR, Inc

Intern C++ Programmer - National Security Solutions

Beavercreek, Ohio
May 2024 - Aug 2025

- ⌘ Member of team developing a client operated C++/Qt based object-oriented application.
- ⌘ Utilized separate compilation of shared objects to be loaded into main application at runtime.
- ⌘ Developed according to the Agile development cycle, with dedicated stages of development.
- ⌘ Resolved issue reports and developed feature requests.

Regal Entertainment Group

Deputy General Manager | Aug 2020 – Apr 2021

Senior Team Lead | Mar 2019 – Aug 2020

Associate Manager | Oct 2015 – Mar 2019

Massillon, Ohio
Mar 2015 - Apr 2021

- ⌘ Created automated Excel spreadsheets to assist with data entry of financial and loyalty tracking, eliminating mathematical errors and simplifying the operating procedures for staff.
- ⌘ Worked with backend systems to automate projection schedules and film content ingestion over a network.
- ⌘ Oversaw the training and career development of team members, including team leaders.
- ⌘ Developed exceptional problem-solving skills while addressing guest queries and technological issues.

Professional References

- ⌘ Kyle Gilliam – Principal Software Engineer at KBR, Inc. | kgilliam20@gmail.com | 740-644-9573
- ⌘ Willis J Crissey Jr. - Senior Lecturer at the University of Akron | wcrisseyjr@1870.uakron.edu | 330-606-3116
- ⌘ Scott Youngblood - General Manager at Regal Massillon | GM1512@regalcinemas.com | 330-546-3139