

CHRISTOPHER BRISTOL

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EDUCATION

Florida Atlantic University

Boca Raton, FL

Bachelor of Science, Computer Science — Minor in AI, Minor in Math

Jan 2025 – May 2027

- **Relevant Coursework:** Data Structures & Algorithms, Discrete Mathematics, Linear Algebra, Calculus I–III, Probability & Statistics, Artificial Intelligence, Machine Learning, Deep Learning, Data Science, Intro to Research, Systems Programming, Software Design, Object-Oriented Design

Florida Atlantic University

Boca Raton, FL

Bachelor of General Studies, Business Administration Minor and Hospitality

Jan 2017 – May 2020

Certificate

- **Relevant Coursework:** Business Analytics, Financial Modeling, Organizational Management, Economics

TECHNICAL SKILLS

Languages: Python, C, C++, JavaScript, HTML/CSS

Frameworks/Libraries: PyTorch, React, LangChain, LangGraph, OpenCV, WASM

Graphics: OpenGL, WebGPU, Vulkan

Tools: Git, Microsoft Excel, Word, PowerPoint, Linux

EXPERIENCE

Business Analyst Intern

May 2019 – Aug 2019

Publix Super Markets, Inc.

Lakeland, FL

- Analyzed large datasets to identify operational trends and support data-driven business decisions.
- Built financial models in Microsoft Excel using advanced formulas, pivot tables, and reporting automation.
- Delivered analytical insights that improved reporting efficiency and supported management decision-making.

MEMBERSHIPS & ORGANIZATIONS

- National Society of Black Engineers
- ColorStack
- CITI Program

SOFTWARE PROJECTS

- **Neural Network from Scratch:** Implemented a neural network in pure Python including forward propagation, gradient descent, and backpropagation to better understand the mathematical foundations of machine learning.
– **Tools Used:** Python, Calculus
- **Computer Vision Bias Tool:** Developed a tool to analyze bias in computer vision systems by evaluating model performance across varied datasets and visual inputs.
– **Tools Used:** Python, PyTorch, PyTorch3D
- **Operating System:** Built a small operating system in about 2000 lines of code to strengthen memory management and low-level programming.
– **Tools Used:** C
- **Toy Ray Tracer:** Developed a ray tracer following the **Ray Tracing in One Weekend** series, implementing ray-object intersections, materials, and lighting models.
– **Tools Used:** C++
- **Game Engine:** Built a simple game engine.
– **Tools Used:** C++, Vulkan, Slang

RESEARCH PROJECTS

- **Computer Vision Bias Analysis:** Investigating bias in computer vision systems by analyzing model behavior across diverse inputs and demographic representations. Focused on developing tools to identify disparities in prediction accuracy and fairness metrics in visual AI models.
- **Tools Used:** Python, PyTorch, PyTorch3D

AWARDS

The Edgewater Pointe Estates Scholarship - \$20,000