Calvin D. Jenks

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EDUCATION

Georgia State University   **Atlanta, Georgia**
Bachelor of Science in Computer Science   *Dec 2024*
- **GPA:** 4.09, *President's List (7 semesters)*
- **Related Coursework:** Data Structures & Algorithms, Computer Organization & Programming, Operating Systems, Computer Networks, Probability & Statistics for Computer Science, System-Level Programming, Theoretical Foundations of Computer Science

EXPERIENCE

Flexi Solutions LLC   **Remote**
Software Developer Intern   *May 2024 – Jun 2024*
- Developed 10+ features for an educational app designed to enhance children's writing skills, contributing to UI/UX design, backend functionality, and integration of interactive writing exercises with help from.
- Collaborated closely with a team of 5 developers and designers to implement user feedback and iterate on app features, resulting in a more user-friendly and engaging educational tool.
- Conducted testing and debugging to ensure the app and portal functioned reliably across various devices and platforms.

Lavner Education   **Atlanta, Georgia**
Instructor / Information Technology Intern   *Jun 2023 – Jul 2023*
- Instructed and mentored 35 young students in coding and game design, introducing them to fundamental programming concepts and tools.
- Crafted and delivered engaging, age-appropriate coding and game design lessons, encouraging creative thinking and fostering valuable skills among students at least 5 times a week.
- Aided in technical troubleshooting, resolving an average of 15 software and hardware issues per week to maintain a seamless learning experience for all students.

PROJECTS

Artificial Intelligence   **Atlanta, Georgia**
Collaborated with 1 partner to develop AI algorithms for efficient gameplay in popular mobile games   *Dec 2023 – Jan 2024*
- Employed Python image processing techniques to analyze Piano Tiles game screens, achieving a performance in the 97th percentile and making optimal tapping decisions that adapt to varying game speeds.
- Created an AI-powered Sudoku solver in Python, employing advanced algorithms and heuristic methods to consistently achieve a 98% accuracy rate in solving puzzles of varying complexity levels.

Socket Program   **Atlanta, Georgia**
Transmission Control Protocol Client and Server   *Aug 2023 – Oct 2023*
- Developed a TCP Client and Server in Java, facilitating communication and message manipulation between up to 10 clients.

Distance Vector Routing Implementation
- Successfully applied the algorithm to a network of 50 nodes, ensuring scalability.
- Implemented a system capable of accommodating up to 30 changes in receivers or messages without causing disruptions.

SKILLS

Programming Languages: SQL, Java, Python, C++, HTML, C
- Proficient in Unix/Linux systems, including advanced proficiency in command line interface, shell scripting, and system administration tasks.
- Proficient in Java, Python, and HTML programming language, with a strong understanding of object-oriented programming principles.
- Proficient in C programming language, with experience in developing applications, writing low-level code, and working with system level software.
- Ability to apply mathematical concepts to real-world problems and effectively communicate mathematical reasoning.