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Jonathan Turner

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EDUCATION

KENNESAW STATE (KSU)
B.S. in Computer Science
Concentraion in Artificial Intelligence
May 2025 | Kennesaw, GA
GPA: 3.8

SKILLS

PROGRAMMING
4+ years – Java • Python
3+ years – HTML • VueJS
1+ years – Matlab • R • C#

TECHNOLOGY
Docker • Docker Compose
PyTorch • OpenCV • YOLO
MySQL • MariaDB

TOOLS
Git / GitHub • JetBrains Suite
VS Code • Script Automation
JUnit • Teams • Virtualization

COURSEWORK

Artificial Intelligence
Machine Vision
Deep Learning
Natural Language Processing

SOCIALS

LinkedIn: **LTurnerJonathan**
Github: **JonathanLTurner03**
Portolio: **www.atlantissrv.com**

EXPERIENCE

WYZANT Undergraduate Computer Science Tutor
August 2024 – Present *Holly Springs, GA*

- Tutor students in coursework including Machine Learning, Algorithms & Data Structures, Operating Systems, and Computer Organization & Architecture.
- Manage client relationships and scheduling, maintaining a five-star profile.

GEEK SQUAD Consulation & Advanced Repair Agent
April 2021 – Present *Kennesaw, GA*

- Diagnose and resolve technical hardware and software problems utilizing learned troubleshooting techniques and specialty software.
- Conduct in-depth consultations with customers experiencing technological challenges, actively listening to understand their needs, frustrations, and goals.
- Provide consistent and accurate communication and documentation to internal staff and customers.

PROJECTS

GSO WEBSITE UNIFICATION Capstone Project
Jan 2025 – Present Lead Designer & Developer

- Collaborate with a team to develop a proof-of-concept website consolidation project for the Georgia Symphony Orchestra, unifying multiple domains into a single, cohesive platform.
- Design and implement custom WordPress themes, plugins, and API hooks to integrate the ticketing system more effectively and enhance overall site functionality.
- Leverage modern web design practices and responsive development techniques to ensure an optimal user experience and consistent brand identity.

ICARUSEYE Machine Vision Project
Aug 2024 – Present Real-time Drone Object Detection

- Develop IcarusEye, a real-time object detection and tracking application that leverages a custom YOLOv8s model trained on the Visdrone2019-DET dataset and integrates ByteTrack for robust performance.
- Implement dynamic features including live control of confidence thresholds, model swapping, class omission, and FPS adjustments, enhancing customization and real-time responsiveness.
- Optimize the application for edge device deployment, ensuring efficient resource management and reliable performance in varied operational environments regardless of drone capabilities.