

Kristion Bivens

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EDUCATION

Kennesaw State University

Kennesaw, GA

Bachelor of Science, Major in Computer Science, Minor in Software Engineering

Grad: May 2029

Technical Skills: Python, JavaScript, HTML

Relevant Coursework: Programming Problem Solving I: Python, JavaScript

EXPERIENCE

Handshake – AI Research Fellowship - Remote

November 2025 - Present

- Created and tested 10-20 domain-specific prompts to explore how Large Language Models respond to different topics, helping improve clarity and consistency in model outputs.
- Dedicated 5-7 hours per week to researching AI concepts and evaluating model responses, gaining hands-on experience with prompt design, reasoning assessment, and identifying common model errors.
- Contributed to 2-3 small AI-focused projects in a remote setting, providing structured feedback that supported incremental improvements in LLM performance and reliability.

AI Automation Extern, Wayfair - Extern - Remote

November 2025 - Present

- Built multiple AI agents using n8n, enabling automated workflows for trend detection, competitor tracking, and marketing content generation.
- Conducted in-depth trend analysis across the home goods section, identifying patterns in consumer demand, style preferences, and design narratives; tracked competitor pricing, launches, and campaigns to extract structured insights.
- Consolidated agent outputs into a live-updating Google Sheets dashboard, integrating trend signals, competitive benchmarks, and AI-generated insights to support category decision-making.

Chick-fil-A - Back of House Team Member - Dacula, GA

May 2025 - July 2025

- Tracked and restocked over 200+ inventory items daily, implementing an organized labeling system that improved supply retrieval efficiency and reduced shortages during peak hours.
- Supported kitchen operations by efficiently preparing and organizing food orders, maintaining accuracy and quality during high-volume service hours (10+ hour shifts).
- Worked with a 12-person team to achieve a 98% on-time order fulfillment rate, streamlining communication and improving coordination during high-volume periods.

PROJECTS

Texas-Hold-em-Poker - (Python)

August 2025

- Developed a Python-based simulation of Texas Hold'em Poker that models realistic gameplay using data-driven probability logic and object-oriented design. The project focuses on simulating player interactions, managing game flow, and evaluating poker hands using combinatorial data from over 125,000 possible card combinations.

Interactive Realtime Whiteboard - (JavaScript, HTML)

August 2025

- Developed a browser-based collaborative whiteboard application using JavaScript, HTML5 Canvas, and WebSocket communication to enable real-time drawing and interaction between multiple users. The project focuses on synchronizing live user input across clients, efficiently handling up to 10 simultaneous connections with an average latency under 120ms per update.

UI Toolkit - (HTML)

July 2025

- Collaborated on an open-source UI toolkit, developing modular layout components with semantic HTML and accessibilityfirst design, enabling seamless integration and reuse across 70+ web projects.

Affiliations: NSBE, ColorStack, Beta Lambda Lambda Scholars, HOPE Scholars, AP Scholars with Honors