Kristion Bivens

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EDUCATION

KENNESAW STATE UNIVERSITY **Kennesaw, GA**

Bachelor of Science, Major in Computer Science, Minor in Cybersecurity **Graduation Date: May 2029**

Technical Skills: Python, C#, JavaScript, HTML, Java, CSS, React, Node

Relevant Coursework: Data Structures & Algorithms, Linear Algebra, Programming Problem Solving I: Python, JavaScript, Programming Problem Solving II: Java, C#

EXPERIENCE

BDPA – IT Showcase Student - *Student* - Remote **April 2025 - Present**

- Conducted research and presented at the BDPA National IT Showcase on the topic of "Privacy Concerns with the Government Hosting Citizens' Data," placing 3rd, focusing on how data collection practices can influence media targeting toward youth, particularly African Americans, and perpetuate harmful stereotypes that affect personal growth and representation.
- Gained exposure to industry professionals and recruiters(i.e., State Farm, Meta), strengthening professional networking, presentation, and project development experience within the STEM community.
- Collaborated with peers and mentors to develop and refine a technical presentation and prototype, demonstrating skills in programming, problem-solving, and technical communication.

CHICK-FIL-A - *Team Member* - Dacula, GA **May 2025 - July 2025**

- Managed inventory and restocked supplies as needed, demonstrating strong time management, organization, and attention to operational detail.
- Supported kitchen operations by efficiently preparing and organizing food orders, maintaining accuracy and quality during high-volume service hours (8+ hours at times).
- Collaborated closely with team members to ensure timely order fulfillment, effective communication, and a clean, safe working environment.

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**

- Contributed to the development of a web-based UI Toolkit that provides reusable and responsive interface components for websites. Focused mainly on building and organizing layout structures using clean, semantic HTML to ensure accessibility, consistency, and easy integration with assistance for CSS styling.

Affiliations: NSBE, Colorstack, Black at Microsoft Scholars, Beta Lambda Lambda Scholars, HOPE Scholars, AP Scholars with Honors