Levi Sutton

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OBJECTIVES

Full-Time opportunity in the Information Technology/Computing field. Particular areas of interest are Software Development, Web Development, Data Programming, System Analysis/Design Project, and Computing Discipline.

EDUCATION

Kennesaw State University ***Graduated: May 5, 2020***

- Bachelor of Science in Computer Science. ***Bachelor's Degree Earned: May, 2020***
- Organization: ACM & IEEE Computer Society.

Valdosta State University ***January, 2016 – December, 2018***

- Studied Computer Science.
- Organization: ACM.

South Georgia State College ***Associate Degree Earned: December, 2015***

- Associates of Pre-Allied Health.

EXPERIENCE

Computer Networking and Consultants | Douglas, Georgia ***May, 2016 – December, 2018***

- Installed CAT5 cable for various hardware installations (computers, phones, security cameras, medical equipment, etc.).

Hibbett Sports | Douglas, GA | Cartersville, GA ***July, 2016 – May 4, 2020***
Sales Associate & Assistant Manager

- Provided customer service and knowledgeable assistance of products to customers.
- Provided a leadership role for employees and the company.
- Responsibilities included: Keeping the store up to company standards, oversee employees completing given tasks, organization, great customer service, and completing daily deposits.

RELEVANT COURSES

Algorithm Analysis, Calculus 1 & 2, Cloud Computing, Computer Ethics, Computer Organization, Concepts of Programming Languages, C Programming, Database Systems, Data Mining, Data Structures, Discrete Structures, Formal Language & Automata Theory, Fundamentals of Game Design, Internet Programming, Linear Algebra, Operating Systems, Programming Principles 1 & 2, Probability and Inference, Senior Project, Software Engineering, User Interface Engineering.

SKILLS

- ***CLI:*** Linux, Git Bash, Windows
- ***Editors/IDE's:*** Eclipse, jGrasp, Vim, Visual Studio, Visual Studio C# Code
- ***Engines:*** Unity Real-Time Development Platform -3D, 2D VR & AR
- ***Environments/Frameworks:*** ASP.NET, Express.js, Node.js
- ***Languages:*** C, CSS, C#, C++, HTML, Java, JavaScript, MARIE, PHP, Python, SQL
- ***Microsoft Office Suite:*** Microsoft Access, Excel, PowerPoint, Word

PROJECTS

Computer Organization

- Using **MARIE Simulator**, me and a partner designed a **MARIE** assembly language program to allow users to input hex values in an array. The program was designed to output the array based off the way in which the user input the values, ascending order, and descending order.

Data Structures

- Worked in a four person team designing a web page that allowed students to search teacher's phone numbers by using a teacher's name for input.
- The list of teachers, with the corresponding phone number, were stored in a **hash table** data structure formed by the stipulation of using a **double hashing** technique.
- Learned how to create web pages in an **ASP.Net framework** using **C#**, **CSS** and **HTML** code.

Data Mining

- Worked in a three person team researching Bird Strike's to determine if there is a detectable pattern to the change of bird species composition each year for every season that is being reflected by the local bird-strike occurrence.
- Learned how to work with **Python** and **Python libraries** specifically for Data Science, such as, **Pandas** for cleaning and processing datasets and converting data into a **Data Frame**, **Numpy** for implementing regression techniques to support our hypothesis, and **Matplotlib** for visualization purposes.
- We gathered all data from the FAA Wildlife Strike Database directly from the official Federal Aviation Administration website.

Fundamentals of Game Design

- Designed three games:
    1) Maze game that allowed a user to wander through a maze and collect a specific object (coin).
    2) Shooter game that allowed users to shoot enemies that spawned and try to attack the player.
    3) Multiplayer race to the finish game that allowed two players to race while dodging enemies along the way.
- Learned how to create 3D games using **Unity** game engine, as well as, bring the games to life using **C#** code scripts. Also learned how to use **polymorphism** techniques (enemies: spawn and attack).

Senior Project

- Worked with a partner to create a website for designing t-shirts in order to defeat different forms of detection AI (Primary focus: Facial Recognition and License Plate Detection).
- Responsible for creating the front and back end of the website's Home, Tutorial and 2D design page.
- Learned more about using **HTML** tags to create a more vibrant user interface (Specifically: **div** and **table tags** in creating the structure for the front end of each webpage). Also learned how to use **Bootstrap** for button design templates.
- Used **JavaScript**, **CSS** and **HTML** code for the front end. Used **Node.js** for setting up a local server, rendering pages and get requests. Used **Express.js** web framework for handling post requests from our 2D design page to our Node server in order to handle our validation system.
- Used **JavaScript** to create the following functionalities for our 2D design page: Changing the color of an image (t-shirt), upload images from local repositories and provide movement, rotation and scaling capabilities to the images being uploaded (for designing purposes), and creating a validation system in order for user's designs to be validated against specific AI.

Software Engineering

- Designed a stake exchange **GUI** with a team of 4 that allowed users/groups to add, as well as, answer questions. Also allowed users to give and receive feedback on said questions and answers.
- Learned to use **Java** and **inheritance** techniques in order to extend to and inherit certain properties of a class.
- Our team incorporated **Agile** methodology while developing for meeting the goals given to us by our professor.

ACCOMPLISHMENTS

International Collegiate Programming Contest (ICPC) ***November 2018 & 2019***
Valdosta State University & Kennesaw State University, Georgia

- Participated in the coding/problem-solving competition with a team of 3 to solve a set of (10) problems in five hours.