

Ronnie Jackson  
RonnieJ507@gmail.com

<https://github.com/RonnieJackson507>

(615)-429-5437 [www.linkedin.com/in/ronnie-jackson-raj507](http://www.linkedin.com/in/ronnie-jackson-raj507)

## PROFESSIONAL SUMMARY

Computer Science graduate with a strong passion for developing innovative, user-centered software applications. Over five years of hands-on experience with programming languages and software development tools through both individual and team-based projects. Demonstrates strong problem-solving abilities, adaptability to emerging technologies, and proficiency in collaborative development environments. Eager to contribute to projects and IT solutions that enhance software quality, scalability, and user experience.

## EDUCATION

**Middle Tennessee State University, Murfreesboro, TN**

**December 2022**

**B.S. Computer Science**

**Major GPA: 3.758**

## SKILLS

**Programming Languages:** Python, JavaScript, C++, C#, C, HTML5, CSS, R, SQL

**Frameworks and Libraries:** React, Flask, .NET, Unity, Bootstrap, NumPy, Pandas

**Tools and Platforms:** Git, GitHub, Visual Studio, VS Code, Replit, Windows 10/11, Ubuntu, Kali Linux

**Additional Skills:** Full-Stack Development, RESTful APIs, JSON, OOP, Automation, Testing, Debugging, Computer Vision, Data Processing and Visualization, AI Integration, Prompt Engineering, Agile Collaboration

## WORK EXPERIENCE

**Publix Super Market, Smyrna, TN**

**Present**

**Cashier**

- Troubleshooted and resolved customer, IOT devices, and POS system issues through analytical thinking and teamwork. Demonstrated leadership in high-pressure situations to ensure efficient store operations and positive customer experiences.

## SOFTWARE PROJECTS

**Marvel Comic's AI Recap**

**June 2025**

- Developed a React + Vite app with a Flask backend to scan UPC/EAN-5 barcodes on Marvel comics using live camera capture, decode supplements with Ollama's Qwen2.5-VL, fetch issue data via the Marvel API, and generate concise multi-paragraph recaps with Deepseek-R1 based on prior issue summaries to enhance collector experience and reader onboarding.

**PharmaFlex**

**October 2024 – December 2024**

- Designed and implemented a prototype for a biomedical waste management project, utilizing Python for backend logic, data processing, and automation, and SQLite for relational data storage, enabling waste tracking with mock barcode scanning, real-time compliance reporting, and efficient inventory management for biomedical waste disposal operations.

**Top 300 Drug and Bugs Mind Map**

**December 2023**

- Collaborated with a Lipscomb Student Pharmacist/Informaticist to create a sophisticated visualization mind map from an Excel sheet, detailing a wide range of drugs and associated bacterial and fungal species.

**Pong Breaker**

**February 2022 – May 2022**

- Developed a game that combines the concepts of Pong and Brick Breaker that offers a single and multi-player experience using Unity, C#, and Git.

**Magic the Gathering Card Detector**

**February 2022 – May 2022**

- Collaborated with a team to develop a neural network capable of detecting Magic the Gathering cards from a user's picture, regardless of orientation.

**Virtual Reality Interview Environment**

**February 2022 – May 2022**

- Partnered with Vanderbilt and classmates to build a VR office simulation in Unity for remote interviewing. Contributed backend logic and environment design, focusing on user experience and accessibility.