

Brandon Summerlin

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Education

Bachelor of Arts

Kent State University • Kent, OH

Expected: Fall 2026

Computer Science

Software Skills

- Python
- HTML
- JavaScript
- C++
- Machine Learning
- Deep Learning
- TensorFlow
- UI/UX Design

Project Work

Computer Vision Object Detection Model

2025-Present

- Developed a custom object detection model using Python, OpenCV, and TensorFlow to identify and label objects in real-time from a webcam feed.
- Trained the model using a labeled dataset in tandem with the groups trained teachable model, utilizing transfer learning architecture to optimize speed and accuracy, achieving high performance on both common and custom objects.
- Deployed the system in a user-friendly interface for practical applications such as webcams, and using bounding boxes to highlight easy user responses.

Portfolio Website

2024-2025

- Designed and deployed a responsive, interactive personal portfolio site using HTML, CSS, and JavaScript to showcase technical projects and career goals, increasing recruiter engagement.

Related Coursework

Artificial Intelligence 44201-001

Spring 2025

- Learned foundational concepts of AI, including machine learning algorithms, neural networks, and their applications in solving complex problems.
- Developed a deep learning model for personalized student learning, leveraging supervised and unsupervised techniques to create an adaptive chatbot that tailors explanations to individual knowledge levels and tracks progress.

Human Interface Computing 32301

Spring 2025

- Studied UI/UX design principles, focusing on the 8 golden rules of usability to create intuitive and user-centered software interfaces.
- Designed and prototyped an interactive web application, incorporating user feedback to enhance functionality and accessibility.

Software Engineering 33901

Spring 2025

- Explored software development lifecycle methodologies, including Scrum, to build collaborative and efficient coding projects.
- Led development of a computer vision object detection model, delivering weekly presentations to showcase iterative improvements based on peer feedback.