

Jeff Shelton

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EDUCATION

- Georgia Institute of Technology
 - B.S. Computer Science, 2025 – Systems & Architecture, Devices – 4.0 GPA
 - M.S. Computer Science, 2026 – Machine Learning – 4.0 GPA

SKILLS

- C, C++, JavaScript, Python, Rust, Swift, Java, and SQL
- Full-stack web development with React and Solid.js
- Cloud with AWS, Azure, Vercel, and Cloudflare
- Containerized deployment with Docker
- Website and app design using Figma and Sketch
- Database management with PostgreSQL and SQLite
- Embedded ARM development
- Linux kernel module development
- Recently active DoD Secret Security Clearance
- iOS / Android app development

EXPERIENCE

SOFTWARE INTERN, SPACEX

MAY 2024 – AUGUST 2024

- Wrote the interface for Starshield's Plug and Plaser module to communicate with third-party satellites, in **C++**.
- Designed and implemented the Plug and Plaser hardware self-test framework, written in **C++** and **Python**.
- My internship contributions alone satisfied contractual customer requirements valued in excess of **\$1.1 million**.

DIRECTOR OF AVIONICS, YELLOW JACKET SPACE PROGRAM

AUGUST 2022 – FEBRUARY 2025

- Led a team of 40 engineers in designing a fully custom avionics stack for our collegiate space program.
- Wrote software to track the rocket, relay data to operators, and a novel sequences system in **Rust**, **C**, and **Python**.

TEACHING ASSISTANT, GT COLLEGE OF COMPUTING

AUGUST 2023 – MAY 2024

- Taught multiple lab sections of 50+ students for Computer Organization and Programming under Dr. Tom Conte.
- Among topics taught are transistors and logic gates, assembly programming, **C**, and **C++**.

SOFTWARE INTERN, NORTHROP GRUMMAN

MAY 2023 – JULY 2023

- Identified and patched 4+ bugs in the threat detection system of a U.S. military aircraft, written in **Ada**.
- Developed and fixed over 50 automated tests for the radar system of the aircraft, using **C#** and **XML**.
- Successfully presented a plan to revamp the testing program, changing the testing duties of 8 people.

SOFTWARE INTERN, SILVERVINE SOFTWARE

JUNE 2022 – AUGUST 2022

- Developed a testing framework for their insurance policy-tracking system using **Playwright** with **Typescript**.
- Took initiative to fix 10+ **SQL** injection vulnerabilities by writing a **Python** script that scanned for bad queries.

APP FREELANCER, A TRIP TO THE DENTIST

SEPTEMBER 2019 – DECEMBER 2020

- Interactive app that helps special-needs patients become comfortable going to the Pediatric Dentistry of Central Georgia.
- Dual apps built with **Swift** for **iOS** and **Kotlin** for **Android**.

PROJECTS

PORTAL LAPTOP

JANUARY 2025 – MAY 2021

- Led a cross-discipline team of 6 to develop a laptop from scratch that acts as a seamless window into a user's desktop.
- Components written in **Rust**, **TypeScript**, and **Solid.js** and designed with **Figma**.

DEGREES

JUNE 2018 – SEPTEMBER 2018

- An original iOS game where the aim is to collect a coin by flinging an orbiting circle out from a larger circle.
- Written in **Swift** with **SpriteKit** and published on the App Store.