# John Sheffield

770-833-8358 | JohnTSheffield2002@gmail.com | r2d2well.github.io | linkedin.com/in/john-t-sheffield/

## Education

**Kennesaw State University** Kennesaw, GA

*Bachelor of Science in Computer Science* *August 2021 - May 2025*

- Concentration in Artificial Intelligence
- GPA: 3.76
- President's List: Fall 2022, Spring 2024
- Dean's List: 4 consecutive semesters from Spring 2022 to Fall 2023
- Relevant Coursework: Natural Language Processing, Operating Systems, Algorithm Analysis, Intro to Software Engineering, Machine Learning, Artificial Intelligence, User Interface Engineering

## Technical Skills

**Languages**: C/C++, Python, Java, C#, SQL, JavaScript, HTML/CSS
**Frameworks**: Hugging Face Transformers, React, Node.js, .NET, Windows Form, Forge
**Developer Tools**: Google Colab, Git, VS Code, Visual Studio, IntelliJ, PyCharm, CLion, Android Studio
**Libraries**: PyTorch, Tensorflow, scikit, pytesseract, SenseHat, Google ML Kit

## Experience

**Artificial Intelligence Club** January 2024 – Present

*Kennesaw State University* *Kennesaw, GA*

∗ Actively participate in the AI Club at KSU, engaging in discussions and collaborative projects related to artificial intelligence and machine learning
∗ Stay updated on the latest developments in artificial intelligence through attendance at meetings.
∗ Collaborated with peers to devise and develop projects that implemented the latest AI/ML techniques.

**Cook** June 2021 – Present

*Provino's Italian Restaurant* *Canton, GA*

∗ Coordinated with teams up to seven members to ensure tickets are sent out within a 15 minute interval
∗ Effectively communicated with waitstaff to accommodate customer preferences
∗ adapted to unexpected challenges by devising efficient solutions, enhancing workflow efficiency
∗ Developed strong time management skills to meet tight deadlines and ensure prompt service during peak hours
∗ Demonstrated exceptional multitasking abilities in a fast-paced environment

## Projects / Activities

**BusyBee Project** | *React, Git* January 2024 – February 2024

∗ Helped develop a program that identifies the species of a bee based off of a photo
∗ Work with others to develop a easy to use and understand front-end for the project
∗ Worked closely with the back-end and modeling team to ensure the project meet all the expected goals

**Virtual Operating System** | *C++* August 2023 – November 2024

∗ Built a virtual operating system, implementing a disk, RAM, and virtual CPUs with fetch/decode/execute cycle
∗ Created kernel and system programs to manage process control, memory management, and threads
∗ Extended virtual computer and operating system to support multiple CPUs, multithreading, and memory paging

**MBTI personality predictor** | *Python/Hugging Face Transformers* September 2024 – December 2024

∗ Predicates a person's personality type based off of the way they speak
∗ Utilized DistilBERT model customily trained on dataset found on Kaggle
∗ Implemented basic chatbot feature

**KSU's Spring Hackathon for Social Good** | *Android Studio/Java, Git* February 2024

∗ Implemented real-time captioning to aid individuals who are deaf or hard of hearing
∗ Collaborated with a team of 3 to design, develop, and test the app within 36 hours
∗ Developed an innovative Android application using Google ML Kit API

**Introduction to Software Engineering Final Project** | *.NET/Windows Form* January 2023 – May 2024

∗ Collaborated with three other classmates to develop software to improve functionally within a restaurant's business
∗ Utilized agile scrum software development tactics
∗ Different software functionality based off of role assigned to current user