John Sheffield

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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: Operating Systems, Algorithm Analysis, Intro to Software Engineering, Fundamentals of Data Communication, Linear Algebra, Artificial Intelligence

TECHNICAL SKILLS

Languages: C/C++, Java, Python, C#, SQL, JavaScript, HTML/CSS
Frameworks: React, Node.js, .NET, Windows Form, Forge
Developer Tools: Git, VS Code, Visual Studio, IntelliJ, PyCharm, CLion, Android Studio
Libraries: pynput, pytesseract, autoit, 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.

Cook   June 2021 – Present
Provino's Italian Restaurant   *Canton, GA*
- Coordinated with teams up to 7 members
- Effectively communicated with waitstaff to accommodate customer preferences
- Adapt to unexpected challenges with composure
- Thrives and excels in high-pressure situations
- Developed strong time management skills to meet tight deadlines and ensure prompt service during peak hours
- Demonstrated exceptional multitasking abilities in a fast-paced restaurant environment

PROJECTS / ACTIVITIES

Introduction to Software Engineering Final Project | *.NET/Windows Form*   January 2023 – May 2024
- Collaborated with 3 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

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

Minecraft Mug Maker Mod | *Java/Minecraft Forge*   June 2023 – July 2023
- Mod made for the popular game Minecraft using the forge API
- Worked closely with the client to ensure the mod meet and exceeded all his expectations
- Collaborated with CursedForge staff to publish mod on their service

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