

# Emery Sumberlin IV

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## CORE QUALIFICATIONS & SKILLS

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- **Programming Languages:** Java, Python, Javascript, CSS, HTML
- **Frameworks:** NodeJS, ReactJS, React Native
- **Tools:** Figma, AI, Azure, Visual Studio Code, Git
- **Skills:** Effective Communication, Management, Data Analytics, Cross Functionality, Leadership

## EDUCATION

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**Clark Atlanta University** **Atlanta, GA**

*Bachelor of Science in Cybersecurity*

- **Isabella T. Jenkins Honors Program:** (GPA: 3.83/4.0)
- **Relevant Coursework:** Introduction to Computer Systems, Data Structures, Programming Mobile Devices, Programming Principles

## EXPERIENCE

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### AT&T

*Product Management Intern*

- Utilized Snowflake and Tableau for daily reporting and tracking, ensuring product alignment with yearly targets.
- Helped manage cross-departmental communication, integrating team input to streamline AIA product development, contributing to a 12% forecast exceedance.
- Developed a Power BI dashboard to analyze and reduce customer disconnections, enhancing order backlog productivity.

**Dallas, TX**

*May/24-July /24*

### Sharing The Power Foundation

*Ambassador & Fellow*

- Effectively communicated to team members over case studies related to contributing to environmental justice.
- Received a \$10,000 scholarship for performing beyond program standards, assisting with raising awareness around environmental justice initiatives.
- Demonstrated a commitment to continuous learning and professional growth that extends to actively defining specific objectives and creating actionable steps to achieve them.

**Washington, DC**

*June/24-Present*

### AT&T Innovation Challenge

*Finalist*

- Designed user interface using Figma for a mobile application and smart assistant utilizing AI and Machine Learning.
- Worked with a team of four to create a presentation incorporating our knowledge to succeed within the challenge.
- Created an innovative method to increase customer satisfaction within retail through the implementation of new technologies.

**Dallas, TX**

*October/23*

### CodeHouse

*Scholar*

- Attained beginner proficiency in Javascript by completing five projects over the course of three weeks.
- Consulted with leaders from companies such as Google, Microsoft, and PayPal on navigating the tech industry.
- Selected student out of twenty-five scholars to participate in this program.

**Atlanta, GA**

*July/23-Present*

### Crumb Cookie

*Crew Member*

- Implemented company rules and regulations with other team members to ensure that products were fresh.
- Provided excellent customer service and ensured proficient operations.
- Maintained an under 3-minute preparation time for customers ranking first in the store.

**Mansfield, TX**

*May/21-February/22*

### Codestream Game Design & Development

*Student/Tutor*

- Designed and programmed a rover computer simulation.
- Built two interactive games using Python.
- Tutored ten students to optimize coding for use in their individual projects.

**Crowley, TX**

*June/21 – August/21*

## PROJECTS

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### Responsive Personal Portfolio Website

- Utilized HTML and CSS to create a website that allows visitors to explore my projects and services.

**June 2024**

### Interactive University App

- Designed the user interface for an app prototype that will allow students to seamlessly view their information for school without having to tediously open multiple web browsers.

**February 2024**

### Wall Bounce

- Created a video game that utilizes a paddle and randomly drops a ball that bounces off of walls and paddle until the user reaches a max score of 50.

**July 2023**

### English 1 on 1

- Designed an English program that assesses a user's English proficiency and provides tailored instruction based on their grammar level.

**May 2022**