

JAYDON HODGE



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[GitHub](#)

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EDUCATION

PENNSYLVANIA STATE UNIVERSITY - UNIVERSITY PARK, PA

COMPUTER SCIENCE MAJOR | Expected Graduation May 2025

- STEM Courses: Three-Dimensional Analytic Geometry-Calculus and Vector Analysis, Discrete Mathematics for Computer Science, Introduction to Digital Systems and Their Design, Systems of Linear Equations, Introduction to Systems Programming, Calculus w/ Analytic Geometry II, Object Oriented Programming (OOP) with Web-Based Applications, Programming and Computation II: Data Structures, Programming and Computation I: Fundamentals, Intro to Engineering, Physics I: Mechanics, Calculus w/ Analytic Geometry I, Chemical Principles I
- General Education Courses: The Art of the Cinema, English: Rhetoric & Composition, Macro Economic Analysis, Art History, Introduction to Psychology, Classic and Ancient Mediterranean Studies

SKILLS

- Programming in C, C#, Python, JavaScript, Git, and SQL
- Computer Aided Design w/ Autodesk
- Data Analysis
- Data collection from virtual experiments
- Managing version control through BASH Terminal, GitHub and GitLab
- Operating within Linux in Ubuntu distribution
- Working with hypervisors such as VirtualBox
- Working with a Raspberry Pi

EXPERIENCE

THE HUMAN IN COMPUTING AND COGNITION LAB @ PENN STATE - Undergraduate RA Internship

State College, PA - June--August 2024

- Worked on coding, data analysis, data collection and documentation of assigned project (listed below)
- Worked directly with a PHD student lab partner

CIRCLE D SUMMER CAMP - Counselor

Glenwood, MD - June -- August 2022/23

- Directly responsible for children aged 6-12 years
- Scheduled and led activities that taught teamwork and cooperation

MCDONOGH SCHOOL - Swim Instructor

Owings Mills, MD - June -- August 2021

- Taught children aged 6-13 years
- Focused on improving water techniques & skills as well as out of water strength & conditioning

PROJECTS

Human-AI and Computational Cognitive Science Research Project (NSF @ Penn State)

- Studies the racialization of AI during Human-AI interaction
- Ran research trials with human participants who interacted with AI in simulated missions within tailored virtual environments of our design
- Operated heavily in Python
- Derived and expanded from Microsoft's open-source *Project Malmo*

C# Video Game

- 2D platformer game that was entered in the 2023 Gamedev TV game jam
- Game was coded in C# and ran through the Unity game engine
- Check it out at: <https://nogs573.itch.io/disturbance-in-the-woods>
- Source Code: <https://github.com/BlazingJaydon/life2d-gamejam2023>

Course Scheduler Application using Derby Database

- Coded app in JavaScript and SQL
- Accessed and manipulated a database of simulated students and courses managed by Apache Derby
- Criteria for the project was that it had to be primarily object oriented

ASSOCIATIONS

AlgoPSU - Association for Computing Machinery

- Association dedicated to developing problem solving skills and prepare students for success in the tech industry

INSTITUTE OF ELECTRIC AND ELECTRONICS ENGINEERS: PENN STATE CHAPTER

- Global organization focused on developing skills and offering network opportunities to students in EE/CMPEN/CMPSC/DS/CSE majors
- Member from December 2022 to Present

BOY SCOUTS OF AMERICA: Eagle Scout (2020)