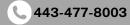
# **JAYDON HODGE**





GitHub.com/BlazingJaydon

**Portfolio** 

# **EDUCATION**

### PENNSYLVANIA STATE UNIVERSITY - UNIVERSITY PARK, PA

**Expected Graduation, Dec 2025** 

Bachelor of Science in Computer Science & Minor in Classic and Ancient Mediterranean Studies | GPA: 3.22

- Honors: Dean's List
- Relevant STEM Courses:
  - Object Oriented Programming with Web-Based Applications
  - o Data Structures and Algorithms
  - Systems Programming (C)
  - Computer Organization and Design
  - o Three-Dimensional Analytic Geometry-Calculus and Vector Analysis
  - Discrete Mathematics
  - Systems of Linear Equations

#### • General Eduaction Courses of Interest:

- Macro Economic Analysis
- Classic and Ancient Mediterranean Studies
- Introduction to Psychology
- o The Art of the Cinema

## **SKILLS**

- Programming Languages: Python, JavaScript, C, C#, HTML, CSS, SQL
- Version Control: Utilizing Git through various terminals including BASH, PowerShell, Zsh, and Command Prompt
- Operating Systems: Windows, MacOS, Linux within Ubuntu distribution
- Tools: VS Code, IntelliJ, VirtualBox, Autodesk
- Databases: NoSQL, Apache Derby

## **EXPERIENCE**

# THE HUMAN IN COMPUTING AND COGNITION LAB @ PENN STATE Undergraduate RA Intern | State College, PA | June--August 2024

- Lead research trials for ongoing project for National Science Foundation (NSF)
  where participants would interact and choose whether or not to cooperate with an
  Al agent of my team's design.
- Participants interacted with the AI agent through simulated missions within tailored Minecraft virtual environments of our design.
- Backend for AI-Human Interaction was derived and expanded from Microsoft's open-source Project Malmo.
- Worked on coding, data analysis, data collection and documentation for the project.

# CIRCLE D SUMMER CAMP - Counselor Glenwood, MD | June--August 2022/23

- Directly responsible for children aged 6-12 years.
- Scheduled and lead activities that taught teamwork and cooperation.
- Held standard dicussions with parents about childs behaivor & performance during activies and gave feedback & recommendations.

# **PROJECTS**

#### 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-thewoods
- Source Code: https://github.com/BlazingJaydon/life2dgamejam2023

#### Personal Portfolio

- Webpage dedicated to serving as my portfolio and career blog.
- Site follows modern responsiveness and accesibility standards.
- Coded in HTML, CSS, and vanilla JavaScript.
- Check it out at: https://blazingjaydon.github.io
- Source Code: https://github.com/BlazingJaydon/Port folio

### Course Scheduler Application using Derby Database

- Extensive project that was required for PSU's Object Oriented Programming course.
- 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)