# JAYDON HODGE

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## EDUCATION

**PENNSYLVANIA STATE UNIVERSITY - UNIVERSITY PARK, PA**      **Expected Graduation, May 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
  - Data Structures and Algorithms
  - Systems Programming (C)
  - 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
  - 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, Raspberry Pi
- **Databases:** NoSQL, Apache Derby

## EXPERIENCE

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

- Worked on coding, data analysis, data collection and documentation of assigned ongoing project for the National Science Foundation (NSF).
- NSF project studied the racialization of AI during Human-AI interaction.
- Lead research trials where participants would interact and choose whether or not to cooperate with an AI agent of our design.
  - Participants interacted with the AI agent through simulated missions within tailored Minecraft virtual environments of our design.
- Backend for AI Interaction was derived and expanded from Microsoft's open-source Project Malmo.
- 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 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-the-woods
- Source Code: https://github.com/BlazingJaydon/life2d-gamejam2023

**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](https://blazingjaydon.github.io)
- Source Code: [https://github.com/BlazingJaydon/Portfolio](https://github.com/BlazingJaydon/Portfolio)

**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)