

# JAYDON HODGE



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[GitHub.com/BlazingJaydon](https://github.com/BlazingJaydon)

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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 Education 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 Internship | 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 with human participants who interacted with AI in simulated missions within tailored virtual environments of our design
- Backend for AI 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 led activities that taught teamwork and cooperation

## 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 accessibility standards
- Coded in HTML, CSS, and Vanilla JavaScript
- Check it out at: <https://jaydonhodge.dev>
- Source Code: <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)