

JAYDON HODGE



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

[Portfolio](#)

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 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 discussions with parents about child's behavior & performance during activities 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 accessibility standards.
- Coded in HTML, CSS, and Vanilla JavaScript.
- Check it out at:
<https://blazingjaydon.github.io>
- 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)