

# JAYDON HODGE



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443-477-8003

[GitHub.com/BlazingJaydon](https://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
  - Data Structures and Algorithms
  - Systems Programming (C)
  - Computer Organization and Design
  - 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
- **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 AI 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 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)