Jack Hogan

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Computer Science and Artificial Intelligence double major (minor in Mathematics) with hands-on experience in software engineering, AI/ML research, and leadership in technical organizations. Skilled at building production-ready systems and advancing state-of-the-art machine learning models.

Experience

Era Computer

Fellow

September 2025 – Present

San Francisco, CA/Remote

- Creator and lead engineer of Beacons, a hardware/software solution for fostering real-time social connections at events
- Implementing complex techniques including RF design, high-frequency signal management, and constrained environment development
- Designing a cohesive software stack for registering, finding, and collaborating with Beacons using traditional and LLM-based machine learning techniques

Peraton Labs

Machine Learning Researcher

Ħ May 2025 – Present

Silver Spring, MD

- Created a new pipeline for concurrently testing different GNN architectures, speeding up testing by 2-3x.
- Investigated and implemented multiple bleeding-edge GNN architectures, improving task accuracy by 50+%.
- Developed and presented a technical report on a novel GNN architecture, demonstrating significant performance gains and guiding next-phase research.

Leidos Innovation Center

Software Engineering Intern, High-Performance Systems

Arlington, VA

- Created and refined GPU-based signal processing algorithms in CUDA, Rust, and Python for real-time applications, improving performance by 400%.
- Developed a real-time machine learning system to lock onto hidden radar targets using PyTorch with 85+% accuracy.
- Resulting work will be deployed to active defense platforms.

Peraton

Software Engineering Intern

May 2023 – August 2023

O Chantilly, VA

- Automated document processing systems using Al-based parsing systems to increase processing efficiency.
- Authored and presented a whitepaper on systems and processes developed.
- Managing daily intern standups and kept tasks on track.
- Created data ingest and management dashboards for U.S. contractors.

Alluja LLC

Founder

□ 2020 – Present

O Chantilly, VA

- Creator of multiple products including mobile apps (SwiftUI), libraries (Swift, Rust), backend servers (Rust, Python), and frontends (Svelte, Leptos) impacting 5,000+ users.
- Komori, a Discord Siri Shortcuts integration, with paid downloads on the App Store.

Objective

Machine learning researcher with a passion for deep reinforcement learning, where I hope to discover new and innovative ways to make models learn complex policies with applications in problem analysis, critical thinking, robotics, vision, and low-data learning. Seeking opportunities to leverage technical expertise, leadership skills, and a commitment to innovation in challenging and impactful projects revolving around deep reinforcement learning, reasoning, policy optimization, and robotics.

Education

Purdue University Honors College

Computer Science B.S., Artificial Intelligence B.S.; Minor in Mathematics; Graduating Spring 2026

🛱 Fall 2022 – Spring 2026

West Lafayette, IN

- 3.7 GPA
- Relevant Coursework: Data Structures, Graduate Machine Learning, Artificial Intelligence, Analysis of Algorithms, Abstract Algebra
- Study Abroad: University College Dublin, Spring 2024 — Coursework in cognitive psychology, philosophy of mind, and human decision-making related to Al's cognitive, reasoning, and ethical foundations.

Skills/Exposure

• Java • C

GStreamer

Python

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• Unix

• SQL

C#

SvelteKitDjango

SystemdPulseAudio

MongoDB

Actix Web

C++

• CUDA

Mongob

• Flask

• CUTLASS

SwiftKotlin

• Spring Boot

NumPy

Svelte

Express

PyTorch

JavaScript

SwiftUI

Pandas

TypeScript

UIKit

Burn

HTML

Jetpack
Compose

SciPyAstro

CSSRust

React

Leptos

 Alluja WebSockets, a WebSocket testing client for macOS, with 100+ downloads.

Research & Leadership

Purdue Hackers

Engineering Division Lead & Interim President

🛱 Jan 2022 – Present

West Lafayette, IN

- Overseeing all engineering projects for Purdue Hackers, a 2000+ member student organization focused on innovation and rapid prototyping.
- Managed a team of 10+ officers, balancing budget and time constraints while delivering multiple large-scale technical initiatives.
- Designed and maintained infrastructure for the Passports initiative, including authentication and management systems in Rust and TypeScript, supporting hundreds of active users.
- Led development of The Sign, a meter-tall Conway glider installation representing the club's logo; project was accepted to Hackaday and drew 1,000+ online views.
- Spearheading the Beacons project in collaboration with Era Computer, deploying early prototypes at student events.
- Organized and ran major events, including a 200+ person callout, hack nights, and technical workshops, while guiding a smooth presidential transition.

Detecting Source Code Plagiarism in Submitted Assignments

Lead Researcher

⇔ Spring 2023 − Fall 2025

West Lafayette, IN

- Selected by Purdue faculty to lead an independent research project addressing plagiarism detection in the Computer Science program.
- Designing a language-agnostic detection system using Abstract Syntax Trees, parsing techniques, and machine learning to identify similarity beyond surface-level code patterns.
- Conducted large-scale testing across multiple courses, targeting 1,000+ student submissions annually to improve fairness and academic integrity.
- Preparing a sole-author paper for submission to NeurIPS presenting novel methods for scalable, cross-language plagiarism detection.

Purdue Orbital

Avionics Design Lead

🛱 Jan 2023 – Jan 2025

West Lafayette, IN

- Led a team of 15+ members to create a custom fault-tolerant system for rocketry systems.
- Developed systems for collecting data for avionics missions using Rust.

Tools

• EC2 • ECS • S3 • Docker • Docker Compose

Associations

- Purdue Hackers
- Purdue Orbital
- Purdue University Ski & Snowboard Club
- Boiler Book Club
- Purdue Theme Park Engineering & Design
- · Mensa International