

# Jack Hogan

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Double major in Computer Science and Artificial Intelligence with extensive experience in software engineering, AI/ML, and leadership roles in tech organizations. Has worked with a wide variety of machine learning models and frameworks.

## Education

<b>Purdue University Honors College</b> <i>Computer Science B.S., Artificial Intelligence B.S.; Minor in Mathematics</i> • 3.7 GPA • Relevant Coursework: Data Structures, Graduate Machine Learning, Artificial Intelligence, Analysis of Algorithms, Abstract Algebra	Fall 2022 — Spring 2026 West Lafayette, IN
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## Work Experience

<b>Era Computer</b> <i>Fellow</i> • Creating Beacons, a hardware/software solution for fostering 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	September 2025 — Present San Fransisco, CA/Remote
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<b>Peraton Labs</b> <i>Machine Learning Researcher</i> • 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+%. • Authored and presented a long-form report on a novel model architcutre created by myself and two other interns.	May 2025 — Present Silver Spring, MD
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<b>Leidos Innovation Center</b> <i>Software Engineering Intern, High-Performance Systems</i> • 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.	May 2024 — August 2024 Arlington, VA
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<b>Peraton</b> <i>Software Engineering Intern</i> • Automated document processing systems using AI-based parsising systems to increase processing efficiency. • Authored and presented a whitepaper on systems and processes developed, managing daily intern standups. • Created ticket and process management websites for U.S. contractors.	May 2023 — August 2023 Chantilly, VA
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<b>Alluja LLC</b> <i>Founder</i> • 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. • Alluja WebSockets, a WebSocket testing client for macOS, with 100+ downloads.	2020 — Present Chantilly, VA
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## Research & Leadership

<b>Detecting Source Code Plagiarism in Submitted Assignments</b> <i>Lead Researcher</i> • Leading a faculty-selected research team focused on solutions for source code plagiarism in Purdue's Computer Science program. • Researching Abstract Syntax Trees, source code lexing and parsing, and machine learning techniques. • Using novel techniques to develop a language-agnostic system for detecting plagairism across classes and project requirements.	Spring 2023 — Present West Lafayette, IN
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<b>Purdue Hackers</b> <i>Engineering Division Lead &amp; Interim President</i> • Overseeing all engineering projects, managing time and budget restrictions while keeping engineering officers on pace.	Jan 2024 — Present West Lafayette, IN
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- Managing the infrastructure for the Passports initiative, including authentication and management systems written in Rust and TypeScript.
- Worked on a large-scale project called The Sign, a meter-tall representation of a Conway glider, the Purdue Hackers logo. Project accepted to Hackaday and received 1000+ hits.
- Working on Beacons alongside Era Computer for rapid deployment at events.
- Ran all club events including a 200+ person callout and coordinated 10+ officers during a presidential transition period.

### **Purdue Orbital**

Jan 2023 — Jan 2025

*Avionics Design Lead*

*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.

### **Skills & Associations**

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- **Programming Languages:** Java, C#, Python, SQL, MongoDB, Swift, Kotlin, Svelte, JavaScript, TypeScript, HTML, CSS, Rust, C, C++
- **Technologies:** SvelteKit, Django, Actix Web, Flask, Spring Boot, Express, SwiftUI, UIKit, Jetpack Compose, React, Leptos, GStreamer, Unix, Systemd, PulseAudio, CUDA, CUTLASS, NumPy, PyTorch, Pandas, Burn, SciPy, Astro
- **Platforms:** 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