

# Jacob Hoppenstedt

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## EDUCATION

<b>University of Florida</b>   GPA: 3.89	<b>May 2027</b>
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*Bachelor of Science in Computer Science, Minors in Economics and Digital Arts and Sciences*

- Relevant Courses: Data Structures & Algorithms, Software Engineering, Operating Systems, Databases

<b>Kyoto University</b>   GPA: 4.0	<b>July 2025</b>
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*Cross-Cultural Engineering Study Abroad in Japan*

## EXPERIENCE

<b>Software Engineer Intern</b>	<b>May 2024 – July 2024</b>
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*Publix Super Markets*

*Lakeland, FL*

- Developed an automated testing platform with Robot Framework, creating 100+ test cases in C#, SQL, and Python, boosting test efficiency by **30%**.
- Collaborated with a Scrum team of developers and a project manager to add new features and resolve **20+ bugs**, enhancing stability and functionality.
- Produced onboarding docs and Python/SQL tooling to speed new-tester ramp-up.

<b>Teaching Assistant, Programming Fundamentals</b>	<b>August 2025 – Present</b>
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*University of Florida Computer Science Department*

*Gainesville, FL*

- Teach and mentor a section of **40 students** in a class of **600+**, introducing foundational programming principles in Python.
- Lead weekly labs and reviews; debug student code live and provide 1:1 guidance to strengthen problem-solving skills.
- Collaborate with instructors to grade assignments, design exercises, and refine course materials for clarity and consistency.

<b>AI Humanities Research Assistant</b>	<b>January 2024 – Present</b>
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*University of Florida Classics Department*

*Gainesville, FL*

- Applied AI-enhanced analysis to Ancient Greek and Latin texts, supporting research into Greco-Roman cultures.
- Engineered a web scraping tool using Python to collect and process Ancient Greek word forms, integrating the dataset into the research website for enhanced accessibility.
- Developed a Python-based adjective generation chart for AI analysis, used on a dataset of **10,000+** texts.

## PROJECTS

<b>Earthquake-Preparedness Game</b>   Godot (C#) ( <a href="https://github.com/JonKissil/NormalWeather">github.com/JonKissil/NormalWeather</a> )	<b>Summer 2025</b>
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- Engineered a choice-driven survival game teaching earthquake preparedness in Godot; shipped Web/desktop **Aug 2, 2025**, in collaboration with Kyoto University.
- Built gameplay systems (state machines, physics/collision, inventory, HUD) and improved average FPS **by 25%** in the heaviest scene.
- Ran **6** playtests and drove iteration; merged **32** PRs and closed **10** issues to ship a stable **v1.0** release.

<b>Financial Analytics Platform</b>   React, Node.js, MongoDB ( <a href="https://github.com/Drewski2222/Profiteer">github.com/Drewski2222/Profiteer</a> )	<b>Spring 2024</b>
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- Spearheaded development of a MERN stack application to visualize users' spending history and savings goals, enhancing financial insights and user engagement.
- Conducted daily Scrum meetings to facilitate team collaboration and sprint planning.
- Enhanced the website's front-end UI using JavaScript and D3.js, contributing to a **20% increase** in user satisfaction.

## LEADERSHIP

<b>Secretary, Social Lead</b>   UF Association for Computing Machinery	<b>August 2023 – May 2025</b>
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- Led innovative initiatives to cultivate a vibrant social atmosphere, fostering strong member connections and enhancing the experience of the club's **2000+ members**.
- Facilitated member engagement by organizing and promoting workshops, events, and guest speaker sessions, resulting in a **40% increase** in event participation.
- Organized an internship applyathon in collaboration with campus engineering organizations, resulting in **over a dozen** members securing internships.

## SKILLS

**Languages:** Python, C/C++, Java, HTML/CSS, JavaScript, TypeScript, C#, SQL

**Frameworks:** Node.js, Spring Boot, React, React Native, Express, Tailwind

**Tools:** Git, Jenkins, GCP, Firebase, AWS, Postman, SonarQube