

JAMES HOVET

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EDUCATION:

Northwestern University

Expected Graduation June 2022

Bachelor of Arts in Computer Science | Cumulative GPA: 3.95/4.0

Relevant Courses: Data Structures & Algorithms, Linear Algebra, Intro to Systems, Mathematical Foundations of Computer Science, Intro to Artificial Intelligence

University of Washington, Seattle

2018-2019

Computer Science | Cumulative GPA: 3.89/4.00 | Transferred after 3 quarters.

PROFESSIONAL EXPERIENCE:

The Center for Connected Learning and Computer-Based Modeling, *Research Intern*

Summer 2020

- Wrote example code and tutorials to teach NetLogo programming and agent-based modeling concepts like feedback loops, complex systems, and emergence to learners new to programming.
- Co-developed the “Interactive Dictionary” website used to host these resources using Flask and JavaScript

Northwestern University Computer Science Department, *Peer Mentor for CS 111*

Winter 2019-Spring 2019

- Lead small breakout teaching sections and hold office hours to assist students in CS 111, explaining topics like tail recursion, functional programming, and code structure using the Lisp-family language Racket

Camp Merrie Woode Theater Program, *Production Assistant*

Summer 2018

- Served as dedicated assistant to the Technical Director, partnering on set construction and fabrication
- Taught a class of 12 novice campers beginner woodworking skills and shop safety

LEADERSHIP EXPERIENCE:

Arts Alliance at Northwestern University, *Technical Director*

2019-Present

- Oversee all technical and safety elements of four shows a year spread across numerous venues
- Train and mentor other students in advanced technical theater skills including set construction, power-tool safety, lighting design, and fire safety protocols
- Serve on the organization’s board, helping to plot the future of the oldest student-run arts group on campus.

Undergraduate Theater Society at the University of Washington, *Assistant Technical Director*

2018-2019

- Oversaw all technical and safety elements of 2 full-scale theatrical productions, coordinating teams of over a dozen people across 5 departments,
- Assisted in overseeing technical and safety elements for 5 more full-scale productions, each with a budget ranging from \$800-\$1100

PERSONAL PROJECTS & OPEN-SOURCE CONTRIBUTIONS

Mesa, *Open-Source Agent-Based Modeling Framework* (Python, JS, D3.js)

- Designed and implemented a new front-end graphing component in response to community feature requests
- Fixed multiple front-end bugs in response to GitHub issues

SoftDrop, *Nintendo Entertainment System Emulator* (C++, SDL2)

- Wrote an NES emulator as a hands-on introduction to lower-level computing and 6502 assembly code

Thomas The Tank Engine, *An Entity Component System Game Engine* (C++, OpenGL)

- Wrote a game engine inspired by the entity component system model designed for cache locality, decoupled systems, and flexible entity behavior.

ACTIVITIES:

Master Electrician, 78th Annual Dolphin Show

“Hacker” Ranking, HackTheBox.eu Penetration Testing Labs

SKILLS:

Programming Languages: C++, Python: *proficient*; JavaScript: *intermediate*;

Technologies: Unix, D3.js, Openframeworks, *proficient*; Regex, git, SQL, OpenGL, jQuery *competent*;

Software: ArcMap/GIS, *advanced*; Excel, Adobe Creative Suite, *proficient*;

INTERESTS: Theatrical Lighting Design, Interactive Media, Penetration Testing, Tetris