

JAMES HOVET

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EDUCATION:

Northwestern University

Expected Graduation June 2022

Bachelor of Arts in Computer Science | Cumulative GPA: 3.96/4.0

Relevant Courses: Data Structures & Algorithms, Intro to Systems, Intro to Artificial Intelligence

University of Washington, Seattle

2018-2019

Completed 49 credit hours towards a Bachelor of Science in Computer Science before transferring

Cumulative GPA: 3.89/4.00 | Deans List 3 of 3 quarters

Groton School, Groton, MA

2013-2018

Magna Cum Laude | 35 ACT | R.K Irons Public Speaking Prize | Dennis Crowley Drama Prize |

New England Science Teacher's Award | Edward B. Hopkins Environmental Science Prize

PROFESSIONAL EXPERIENCE:

Northwestern University Computer Science Department, Peer Mentor for CS 111

Winter 2019-Present

- Lead small breakout teaching sections weekly to reinforce concepts like recursion, functional vs. iterative programming, code clarity, and proper documentation
- Hold weekly peer office hours to assist students with homework and exam preparation

Camp Merrie Woode Theater Program, Production Assistant

Summer 2018

- Served as dedicated shop assistant to the Technical Director, assisting in every aspect of set construction
- Taught a class of 12 novice campers beginner woodworking skills and shop safety

PROJECTS & OPEN-SOURCE

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

- Designed and implemented a new front-end graphing component in response to community feature requests
- Created backend Python implementation and front-end rendering component for hexagonal grid worlds
- Fixed multiple front-end bugs in response to GitHub issues

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

- Wrote a functioning NES emulator as a hands-on introduction to lower-level computing & assembly code

LEADERSHIP EXPERIENCE:

Arts Alliance at Northwestern University, Technical Director

2019-Present

- Oversee all technical and safety elements of four theater productions a year spread across multiple venues
- Train and mentor other students in technical theater skills including set construction, power-tool safety, lighting design, and fire safety protocols

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

2018-2019

- Oversaw all technical and safety elements of two full-scale theatrical productions, coordinating teams of over a dozen people across five departments. Served in an assistant role for five more productions

Groton School Performing Arts Program, Theater Prefect & Head Student Lighting Designer

2013-2018

- Served as designated student leader within the theater program with duties including planning events, assisting in show selection, and teaching other students technical theater skills
- Led small teams of students to provide all lighting design for four 45-minute student dance recitals

ACTIVITIES:

"Hacker" Ranking, HackTheBox.eu Penetration Testing Labs

2019-Present

Lighting Designer, Mee-Ow Comedy McCormick 2020

January 2020

SKILLS:

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

Technologies: Unix, D3.js, OpenFrameworks, *proficient*; git, SQL, *competent*; OpenGL, iOS, React, *familiar*;

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

INTERESTS: Theatrical Lighting Design, Interactive Media, Creative Coding, The Beatles, Tetris