

# HAYDEN KARP

## PROGRAMMER

### CONTACT

**+972-536-3119**

**HaydenNinja@hotmail.com**

### EDUCATION

#### **Emerson High School**

General Education Degree  
Class of 2025

### SKILLS/PROFICIENCIES

- Solving complex, multi-faceted issues in a large codebase
- Knowledge of Data Structures and General Algorithms
- Understanding other engineers' code
- Communicating consistently and effectively
- Troubleshooting between local code and cloud resources
- Collaboration in a general team environment and with tools like Git
- Working with cloud services through terminals as well as conventional web interfaces.
- Working with deadlines and timelines created by myself or others.

### PROFILE

I'm a High School Senior who has been coding for over 5 years. I am constantly pursuing new projects and learning new toolchains, programming languages, and concepts. I'm familiar with Java, C++, C#, JavaScript & TypeScript (Including ReactJS), HTML, CSS as well as tools like Git, Docker, AWS, MongoDB, VS Code, IntelliJ IDEs, Unity, and organizational systems such as Agile management. I also love coffee with a burning passion!

### PROJECTS

#### **hugoacdec.com**

Sole Full-Stack Developer | Nov. 2023 - Present

- Built a full MERN stack application, a training platform for Academic Decathlon Competition Participants using AI powered question generation.
- Utilized Github Actions and Docker to automate build and deployment of web application.
- Used custom ReactJS components to streamline front-end development while making use of existing component libraries.
- Used TypeScript to add additional static stability to my codebase and leveraged the vast JavaScript ecosystem to provide the end user more statistics and insight into their test performance.
- Used Python to automate the processing of PDF Resource Guides and the efficient use of the OpenAI API to create practice questions that were of correct styling and accuracy.

#### **Motel Noir (Itch.io)**

Sole Developer | Jan. 2024

- Built as my submission to the Playmakers January Summer Jam. A top down 3D shooter.
- Programmed and completed Art for this project in an incredibly short turnaround with C#.
- Placed Top-3 in the event.

### OTHER RELATED WORK

#### **STEAM Olympics Hackathon (GitHub)**

Question Writer | March - April 2024

- Wrote coding questions in Java for participants to solve in a short time period.
- Attended weekly sprint meetings and helped with the design of the questions, explanation, and coordination between team members.