JACOB HOFFMAN

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EDUCATION

- Sophmore at Carnegie Mellon University.
- Computer Engineering Major Class of 2020.   3.45 GPA
- I am taking Computer Systems.

SKILLS

- Videogame developing experience in Unity with C#.
- Adobe Photoshop, Illustrator, and Premiere editing experience.
- Plays trumpet and guitar
- Years of experience in music production with FL Studio.
- Know's Java,C#,Python,R,Javascript, and SQL.

WORK

Volunteering: 2014 - 2016

- Electronic Repairs and Recycling at the Lower East Side Ecology Center the Summer of 2014.

Paid Research: 2017

- Worked in the CMU Institute of Software research over the Summer of 2017
- Worked on improving behaviors in social coding.
- Spent a lot of time analyzing Github big data on human bug fixes.

MERITS

Participation in Hackathons

- Design award for MLH Hackathon for Math Run game.

Athletic Achievements

- Indoor 300m sprint time of 35.19 seconds.
- 46th fastest high school 300m sprint time in the whole U.S. In 2016.
- New Balance Nationals Indoor Championship qualifier for the 200m.
- Outdoor 100m 10.7 handtime.
- Tied the CMU 100m school record.

Online portfolio at http://jacobhoffman.tk