# Education

* Sophomore at Carnegie Mellon University.
* Computer Engineering Major Class of 2020. 3.45 GPA
* I am taking Computer Systems 15-213 Fall 2017.

# Work

**Paid Research:**

* Worked in the CMU ISR (Institute of Software Research) over the Summer of 2017
* Worked on improving behaviors in social coding.
* Empirical Analysis of Github big data related to human bug fixes.

**Volunteering:**

* Electronic Repair and Recycling at the Lower East Side Ecology Center over the Summers of 2014 and 2015.

# Skills

* Experience in Unity Game Engine and C#.
* Proficient in Java,C#,Python,R,Javascript, and SQL.
* Adobe Photoshop, Illustrator, and Premiere editing experience.
* Years of experience in music production with FL Studio.

# Merits

**Awards in Hackathons:**

* Design award for MLH StuyHacks 2015 Fall for Math Run game.

**Athletic Achievements:**

* Ran an indoor 300m time of 35.19 seconds.
* 46th fastest high school 300m time in the whole U.S. In 2016.
* New Balance Nationals Indoor Championship qualifier for the 200m.
* Ran a 100m 10.7 second HT, matching the CMU 100m HT university record.

**Portfolio Website - https://jacobhoffman.tk/**