# Education

* Sophomore at Carnegie Mellon University.
* Computer Engineering Major Class of 2020. 3.52 GPA
* Deans List Spring 2018

# Work

**Paid Research:**

* Computer Engineering Signals and Systems Research over the Summer of 2018.

GPS has a limited level of accuracy. GPS can improve, but close range positioning systems will always have the upper hand on accuracy. Professor Sankaranarayanan and I invented a novel low cost high accuracy close range positioning system like no other. The invention has strong potential to impact self driving cars, and navigation for blind persons.

* Worked in the CMU ISR (Institute of Software Research) over the Summer of 2017

Many researchers have compiled large mines of GitHub data with millions of entries. I efficiently organized and parsed this data using in order to answer questions to guide repository administrators. The research resulted in guidelines to make repositories run smoother. Don’t delete old Github commits, and don’t intentionally change more code when debugging. ­

# Skills

* Proficient in Unity Game Engine, C#, Java, Python, R, Javascript, and SQL.
* Web Development, and Video, Photo, Audio editing experience.

# Merits

**Engineering Acheivments**

* I have multiple arguably valuable pending patents.
* I have an app on the Google Play Store - “Math Dash - Learn Multiplication”

**Athletic Achievements:**

* Ran an indoor 300m time of 35.19 seconds. 46th in the U.S. in 2016
* New Balance Nationals Indoor Championship qualifier for the 200m.
* Tied CMU 10.7 100m HT school record

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