JACOB HOFFMAN

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Portfolio Website - https://jacobhoffman.tk/

EDUCATION

- Sophomore at Carnegie Mellon University.
- Computer Engineering Major Class of 2020.   3.41 GPA

WORK

Paid Research:

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

The objective of this research was to analyze social coding practices on Github utilizing big data. Many researchers have compiled large mines of GitHub data with millions of entries. I had to organize this data using efficient algorithms in order to answer the following questions.

1) How does deletion of old Github commits effect performance of repositories?
   (I found it correlated with users experiencing a slower debugging process.)
2) Does quantity of changes per broken commit correlate to fixing more bugs?
   (I found there to be no correlation between the two, which suggests debugging is a qualitative process.)
3) Should debugging be done frequently or in bursts?
   (I found that debugging in bursts resulted in more errors fixed per commit. However, this may be unrelated to the time taken to fix the bugs, which would be a stronger measure.)

Volunteering:

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

Internships:

- Will be doing an internship with the CIA once I have top secret clearance.

SKILLS

- Experience in Unity Game Engine and C#.
- Proficient in Java,C#,Python,R,Javascript, and SQL.
- Adobe Photoshop, Illustrator, Premiere, and FL Studio editing experience.

MERITS

Awards in Hackathons:

- Design award for MLH StuyHacks 2015 Fall for Math Run game.
Math run is a game designed to teach disadvantaged children multiplication subliminally.

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.