

JACOB HOFFMAN

347-209-2325
jhoffma1@andrew.cmu.edu

5320 5th Avenue
Pittsburgh PA 15232

Portfolio Website - <https://jacobhoffman.tk/>

EDUCATION

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

WORK

Paid Research:

- Worked in the CMU 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#.
- Know's Java,C#,Python,R,Javascript, and SQL.
- Adobe Photoshop, Illustrator, and Premiere editing experience.
- Years of experience in music production with FL Studio.

MERITS

Participation in Hackathons

- Design award for MLH Hackathon for Math Run game.

Athletic Achievements

- Indoor track 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, matched the CMU handtime 100m university record.

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