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 my research was to analyze coding practices on Github using 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 no correlation between the two, which suggests debugging is qualitative.)

- Computer Engineering Signals/Graphics Research this coming Summer of 2018.

My mentor is Professor Sankaranarayanan, who has featured a paper on Compressive Epsilon Photography at SIGGRAPH 2014.

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 Dash game.
  Math Dash is on the android app store. Math Dash is designed to teach children their multiplication tables.

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