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jacksoncampolattaro

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# Jackson Campolattaro

*Self-motivated Computer Engineering Student with an enthusiasm for Open Source and a strong work ethic. Seeking a position as part of an established software development team.*

## Education

**Virginia Polytechnic, Computer Engineering.**

**Graduation Spring 2022**

Pursuing a major in Computer Engineering with a minor in Computer Science. 98 Credit Hours Earned

## Skills

### Languages

**C++.**

**5 Years Experience**

Libraries: Catch2, libsigc++, OpenMP, Intel TBB, Posix Threads, Gtkmm, Qt, OpenGL, GLFW, Magnum, CLI11, spdlog, Cereal

- Unit testing
- Signals & Sinks
- Concurrency
- Smart Pointers
- Interface Construction
- Argument Parsing
- Multi-level Logging
- 3d SceneGraphs
- Framebuffers

**Others.**

**In Order of Experience**

Java, C, HTML + CSS / Sass, Octave / Matlab, Verilog, LabView, Assembly

### Tools

Git	intelliJ	Make	Perf	Travis CI	Doxygen
Linux	Vim	GDB	VirtualBox	Ansible	Markdown
CLion	Cmake	Valgrind	Vagrant	Bash	L <sup>A</sup> T <sub>E</sub> X

## Experience

### Employment

**Google Summer of Code Apprentice, CGAL.**

**May 2020–September 2020**

Working remotely with a mentor in France to develop a new software package. The project is an Octree data structure, used in other packages. Required a mix of working with legacy code and creating entirely new code.

**Innovation Committee Member, Telos Corporation.**

**June 2019–August 2019**

Worked in a 7 person group of interns researching the viability of future software security products. Built the frontend of a replacement for Telos' employee intranet solution.

**Capstone Program Participant, Janelia HHMI.**

**May 2018**

Worked with engineers and other students designing LabView based software and equipment to be used by medical researchers at Janelia.

**Math Tutor, Self-employed.**

**September 2016–June 2019**

**Coach, Brambleton Kids Run The Nation.**

**March 2014–March 2018**

### Projects

**N-Body, C++.**

**July 2018–Present**

Building a multi-threaded dynamical simulation tool to improve my familiarity with optimization, build tools, design patterns, and libraries. Incorporated concepts including concurrency, event-driven programming, serialization, cache-optimization, and tree algorithms among others.

**Ansible provisioning, YAML, Bash.**

**November 2019**

Assembled a set of Ansible tasks which streamline the process of configuring my build environment on a new computer, increasing my productivity by storing dotfiles and dependency manifests in GitHub.