

(703) 772-1748  
jackcamp@vt.edu  
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

## Courseload

- o Applied Software Design (Level 3 C++)
- o Unix for Engineers (Linux, Bash)

## Skills

### Languages

**C++.**

**5 Years Experience**

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

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

**Others.**

**In Order of Experience**

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

## Tools

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

## Experience

### Employment

**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 increase familiarity with optimization, build tools, design patterns, and libraries.

**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.