Jackson Campolattaro

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in jacksoncampolattaro
JacksonCampolattaro

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

- Applied Software Design (Level 3 C++)
- 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

- 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, Assembly

Tools

Git	intelliJ	Make	Perf	Ansible	Markdown
Linux	Vim	GDB	VirtualBox	Bash	LATEX
CLion	Cmake	Valgrind	Vagrant	Doxygen	

Experience

Employment

Innovation Committee, *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, *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

Ansible provisioning, *YAML, Bash*. **November 2019–Present**

Assembled a set of Ansible tasks which streamline the process of configuring my build environment on a new computer.

N-body, *C++*. **July 2018–Present**

Built a multi-threaded dynamical simulation tool to build familiarity with optimization, build tools, design patterns, and libraries.