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in jacksoncampolattaro
O JacksonCampolattaro

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

- 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

- Unit testing
- Smart Pointers
- Multi-level Logging

- Signals & SinksConcurrency
- Interface Construction Argument Parsing
- 3d SceneGraphsFramebuffers

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	ĽΑΤΕΧ
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 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.