

JACKSON CIMINO

QUANTUM ENGINEERING AND COMPUTER SCIENCE

	Golden, CO
	(970) 531-2296
	jacksoncimino@mines.edu
	www.linkedin.com/in/jacksoncimino/

EDUCATION

BACHELOR OF SCIENCE
COMPUTER SCIENCE
Colorado School of Mines
Anticipated December 2025

- 4.0 GPA
- NCAA Football Player

MASTER OF SCIENCE
QUANTUM ENGINEERING –
SOFTWARE TRACK
Colorado School of Mines
Anticipated December 2026

SKILLS

- Python, Rust, C++, C, Java, JavaScript, Typescript
- Quantum information science and algorithms
- Linear Algebra applications in quantum mechanics
- Machine Learning applications in Python
- scikit-learn, TensorFlow, Pytorch
- IBM Qiskit
- Backend algorithms and data structures
- Git and Gitlab
- Agile with Jira
- Frontend web development using CSS and React
- Calculus, Differential Equations
- MongoDB and SQL database management
- Collaboration and teamworking

PROFESSIONAL PROFILE

4.0 GPA student and developer committed to learning and developing skills in quantum engineering, computer science, math, and team contribution. Self-directed and innovative with outstanding performance in workspace, classroom, and athletic environments, including two years of workplace experience with backend and frontend solutions from concept to development and delivery.

EXPERIENCE

SPACE SOFTWARE DEVELOPMENT INTERN

LMI (Logistics Management Institute)

JUN 2024 – AUG 2025

Summer 2025 – Tasked by the Space Based Environmental Monitoring (SBEM) team to lead development of a new frontend application from concept to deployment and initiated and collaborated on a rust backend to optimize performance.

- Reduced runtime of a core SBEM algorithm from over 30 minutes to 1.5 seconds (99.9% decrease) by translating code from python to rust and implementing technical performance optimizations and memory reducing data structures.
- Utilized multithreading to enable over 30 simultaneous threads of the algorithm, enabling new use cases and exceeding customer expectations.
- Planned and executed development of a frontend application in typescript, react, and CSS to enable interactive and dynamic analysis of commercial satellite options to fill weather coverage gaps.
- Collaborated with UX designers to improve application workflow and design.

Summer 2024 – Worked with Space Control Division team on LMI's RAPTR application suite to improve existing apps and build a prototype for new functionality that evolved into a full-scale, customer facing application.

- Designed, developed, and deployed an application to analyze and visualize satellite and weapon configuration trade spaces to aid clients' decision making in the space market, utilizing factor analysis and regression machine learning models.
- Consistently met deadlines ahead of schedule to accelerate development of the satellite application, allowing early deployment to clients and full-scale front-end development.
- Worked on front-end development of numerous web-based applications within large codebases using TypeScript, CSS, and React, including creating and using custom components for consistency across all applications.

COMPUTER SCIENCE FIELD SESSION

Colorado School of Mines

AUG 2024 – DEC 2024

- Utilized Video-LLaVA AI video model to perform inference on numerous cartoon video clips to produce detailed descriptions and tags, including character and prop identification in the foreground and background of clips.
- Leveraged cloud computing resources to perform finetuning on the video model using character sprite sheets to improve character and context recognition.
- Stored descriptions and tags in a database to improve animator's workflow by increasing lookup ease and speed when searching reusable material.