

JH / JACKSON HALL

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SUMMARY

Ambitious, quick learner with an acute attention to detail and an eye for design. Expert in Python with 10+ years' experience using it for personal and class projects. Practiced in Java, C++, and more (see: Skills). Started two businesses to help pay for college. Feel free to connect on [LinkedIn!](#)

COURSES TAKEN

[Computer Science] Intro to Web Site Dev • Intro to Programming: Python • Intermediate Programming: Java • Advanced Programming: C++ • Database Design for Web • Computer Organization • Operating Systems • Software Engineering • Computability & Complexity • Data Structures & Algorithms • [Math] Discrete Structures • Calculus I • Calculus II • Statistics for Engineering • Applied Probability • [In Progress] Algorithm Design & Analysis • Compiler Construction • Calculus III • Linear Algebra

WORK HISTORY

Persimmon LLC – Founder & CEO

Thetford, Vermont • 06/2019 – 09/2020

- Curated a retail arbitrage storefront through Amazon's FBA program
- Conducted data-driven market analysis to determine profitability of potential products
- Built listings using keyword optimization techniques to improve SEO and maximize impressions in Amazon search results
- Purchased, priced, listed, packed, and shipped over 600+ items across 40+ SKUs
- Hired and trained one product sourcing agent, providing direct supervision and mentorship

Ecommerce Store – Founder & CEO

Thetford, Vermont • 07/2019 – 01/2021

- Managed a store that capitalized on a political trend to offer an opportunity for frustrated Americans to support multiple charities with purchases of ecofriendly products
- Designed two products with quality in mind and oversaw all stages of production
- Efficiently outsourced talent and managed a family team to take brand from conception to launch on a four-month timeline
- Built relationships with international manufacturers and coordinated large shipments
- Designed, developed, and optimized storefront with Shopify's theme builder and Liquid language

Project in C++: 4D Rendering Engine Sandbox

06/2019 – 12/2020 • This project began as a class assignment but grew into a 7000+ line program that I continued to develop out of personal interest. Written with C++ and using the FreeGLUT graphics API, the program launches a GUI that casts arbitrary 4D polytopes into 3D meshes, then into 2D points on the screen. The user toggles between a 3D and 4D camera that use velocity-based movement to navigate the scene. Technical details about the implementation can be read in the project's README on [GitHub](#). I was especially proud of the result because I derived all math for perspective projection on my own and did not use any built-in matrix transforms traditionally relied upon in other 3D games. The project ended up winning first place at UVM's 2020 Computer Science Fair in its category.

EDUCATION

University of Vermont Honors College

Computer Science,
B.S.

Graduating 05/2022

- Catamount Commitment Scholarship recipient
- Dean's List Fall 2018 & Spring 2019
- Intramural soccer and other sports, Entrepreneurship Club, and co-founding Chess Club

Thetford Academy

Thetford, VT
2018

- High Honors recipient for 12 semesters (max possible)
- Graduated in top decile

SKILLS

- **Technical:** Python, C++, Java, HTML5, CSS, SQL, PHP, Git, Linux, Liquid, x86
- **Other:** Qiskit API, Mathematica, LaTeX, Blender
- **Languages:** Spanish (10yrs of study)