

Jack Campanale

Intern

Contact

Address

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Phone

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E-mail

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Github

jcampanale

Skills

React

Very Good

Javascript

Very Good

HTML

Excellent

CSS

Excellent

C++

Very Good

Java

Very Good

Unity

Good

Microsoft Office

Excellent

College student looking to apply skills in an internship in the field of Computer Science.

Work History

2019-09 -

Current

Office Assistant

WPI Alumni Relations Office, Worcester, MA

Create spreadsheets in Microsoft Excel, operate office equipment such as photocopiers and scanners, help coordinate projects for alumni

2018-09 -

2021-01

Cashier

Jed's Hardware And Garden Center, Holden, MA

Processed transactions for customers, stocked items on store shelves, helped customers find exactly what they need

Education

2019-08 -

Current

B.S.: Computer Science

Worcester Polytechnic Institute - Worcester, MA

GPA: 3.5

Double Major: Game Design

2015-08 -

2019-06

High School Diploma

Wachusett Regional High School - Holden, MA

Projects

Simon Says Memory Game (React)

Co-Developer

- Worked on a team to build a Simon Says type memory game using the React framework
- Technologies include Express server framework for Node JS, Passport.js for user authentication, MongoDB to store user data.
- I created the GUI with animations and custom made SVG's, tested for accessibility using lighthouse

ASCII Text Based Game Engine and Games (C++)

Developer

- Built a fully functional game engine with ASCII text based graphics
- Utilized Simple and Fast Multimedia Library for sound and Visual Studio for the window
- Developed two games for the engine
- Released one of the games, developed by myself and a partner, to our classmates to play and critique

John Conway's Game of Life (C++)

Developer

- Built a functional version of John Conway's Game of Life in Linux using a mailbox system between Threads
- Used Semaphores as a synchronization mechanism.