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Analytical AI
1500 1st Ave N
Birmingham, AL 35203

Hello Software Team Hiring Manager,

I am writing to express my interest in the Software Engineer role at Analytical AI. I believe Analytical AI's mission of providing effective AI solutions to public safety while retaining an individual's privacy grants valuable peace of mind to both the users of the application and those who benefit from it. My time spent building products at my internships and at school gave me plenty of experience that I believe would allow me to integrate quickly into the team at Analytical AI and begin contributing right away.

During my time as a Marketplace Product Intern with Lucid Holdings LLC, I worked as part of an agile team that built and maintained several services that were part of Lucid's SOA and wrote multiple endpoints for the RESTful APIs used by those services. I also upgraded the infrastructure for an application used by dozens of clients using Jenkins, Kubernetes, and Terraform.

I completed several projects during my time in school, including: a Lisp interpreter made in Python, A game written in C++ for Unreal Engine, and a multi-threaded message service made in Java and C. I also recently began work on a personal project that is another game written in C++ for Unreal Engine to further polish my existing skills and to learn new ones as I will also be responsible for all art assets and animations for my game. Working on this game gives me the opportunity to learn new skills and grow as a developer while creating something that I hope to eventually release to the public.

Thank you for your time and consideration, and if you have any questions please do not hesitate to reach out. I look forward to the opportunity to speak with you further.

Kind Regards,
Jackson Gold

Jackson M. Gold

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Education

Bachelor of Science in Computer Science *with Minor in Mathematics* December 2022

The University of Alabama, Tuscaloosa, AL

GPA 3.7/4.0, *Cum Laude*, Honors College

Skills

- Proficient in C, C++, Golang, Unreal Engine 5, Java EE, Python, Linear Algebra, Object-Oriented Programming, Probability and Statistics, Calculus, Visual Studio, Visual Studio Code, and Eclipse
- Can speak Spanish at a conversational level
- Working experience with Assembly, .NET, Haskell, Docker, C#, MySQL, MongoDB, Grafana, Git, Terraform, Jenkins, Prometheus, ROS2, HTML5, and AWS

Experience

Marketplace Engineering Intern June 2022-August 2022

Lucid Holdings, Inc., New Orleans, Louisiana

- Upgraded the Jenkins CI/CD pipeline of an internal application responsible for inter-application communication and updated its infrastructure to use a Kubernetes framework, which improved security and scalability
- Added internal Golang endpoints to increase the efficiency of data transfers by reducing extraneous API calls

Marketplace Engineering Intern June 2021-August 2021

Lucid Holdings, Inc., New Orleans, Louisiana

- Improved metric tracking, created a Grafana dashboard, and revised deprecated code for an internal service assisting dozens of clients, which needed an overhaul to follow Lucid's newest code standards

Projects

Notre-Dame de Reims VR Game

- Used Unreal Engine 5, C++, and LIDAR scans of the Notre-Dame de Reims Cathedral to revamp a virtual reality game for publication to the Oculus Store, while leading an agile development team with six other students

GEE Language

- Designed a C style dynamically typed programming language styled with two other students meant to improve ease-of-use for graph-like data structures

Lisp and Lox Language Interpreters

- Wrote interpreters for the Lisp and Lox programming languages, in Python and C# respectively